

INTRODUCTION

INTENTION

The idea behind the creation of this system stems from multiple different sources. One of the main sources of inspiration came directly from our own experience playing TTRPGs. The over complication of certain mechanics along with the lack of true customization left a huge desire for a more streamlined, yet involved playing experience. Where individuals from all across the world, regardless of playstyle, could find something rich and rewarding on a player level. This would, in turn, create a more interesting group dynamic, rewarding each player in various ways, while still contributing directly to the overall play experience of the group.

The core fundamentals that our team aspired to achieve are outlined below. We kept these principles in mind while developing the entire system, from the core mechanics, to the creation of monsters and magic items, to our very own setting and locations.

-Fun

The most important thing that was considered while on this creative journey was to keep everything fun. This allows the players to remain engaged, entertained, and excited to return as often as possible.

-Simple

Keeping things simple while also introducing new mechanics and new systems was certainly a challenge, but it was a challenge worth taking. We aimed to keep the core basics of the system simple so that individuals who have never played a TTRPG could easily join in and have a rewarding experience.

-Customizable

While introducing simple mechanics was an absolute must, we also saw the need to allow players access to the freedom that they desperately crave. Removing the shackles of tradition allowed us to create a very unique take on the modern TTRPG by eliminating restrictions and allowing freedom for everyone, regardless of experience.

WHAT IS AN RPG

An RPG or Role-Playing Game is defined as a game where players assume the roles of characters in a fictional setting, taking responsibility for acting out their preferred role within a narrative, either through literal acting OR through a process of structured decision-making regarding character development. A TTRPG is a game that applies the same concepts and mechanics, but is played in person or online with a group of individuals, where one person is the predetermined referee, or The Oracle. This individual will act as NPCs, enemies, and any other various creature or object that has a voice within the overall narrative.

RESOLVING CONFLICT

As with most TTRPGs, the resolution mechanic that is presented here is a dice roll system. This will use the 7 standard polyhedral dice with a roll up to or over the target requirement. Most rolls will be a contest roll between the players and The Oracle. Therefore there will be minimal or no default Difficulty assigned to a specific task, but a process for The Oracle to determine the difficulty on the fly and roll against the players to determine if the character is successful and what degree of success the character achieves.

THE DICE

As stated above, players and The Oracle will all use the 7 standard polyhedral dice.

-d4

The d4 is a pyramid shaped die with a probability of 25%

-d6

The d6 is a cube shaped die with a probability of 16.7%

-d8

The d8 is shaped like two square pyramids attached base to base with a probability of 12.5%

-d10

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The d10 has two sharp corners with ten blunter corners. The ten faces usually bear numbers from zero to nine, with zero representing 10. This has a probability of 10%

-d12

The d12 has a pentagon on each face of the die. This has a probability of 8%

-d20

The d20 has an equilateral triangle on each face of the die. This has a probability of 5%

A COLLABORATIVE PROCESS

We encourage players and The Oracle to collaborate in every aspect of the experience, from character creation, to the overall world, to the smallest mundane detail. This collaborative process should begin during Session Zero and exist to the very last session of a campaign. This is not a means to remove responsibility from The Oracle, but to create a shared world where everyone at the table feels some sense of ownership and responsibility. This should also not create a predictable session or campaign. The Oracle still exists as the arbiter of the rules, an impartial party who will explain the world, the actions that creatures have, and the outcome of player actions. The main role of The Oracle is to deliver a fun and unbiased experience to the players. There should be a dialogue between the players and The Oracle to determine the outcome of specific things that are not outlined. Even if a resolution is detailed, The Oracle and the players have the power to change the rules at their discretion, if agreed upon, to maintain the integrity and balance of the player experience.

THE FLOW OF THE VEIL

When a character tries to attempt a task, they will tell The Oracle what they are trying to attempt, how the character will attempt the task, and what Expertise the character will use to perform the task. Based on the description from the player, The Oracle will determine how difficult the task will be on the Difficulty Scale, and perform a dice roll along with the player. The winner of the contest determines what

happens. In the event of a tie, the player always wins.

LETTING PLAYERS DECIDE

After the outcome of the contest roll is determined, players should have the ability to explain the resolution of the task. This allows the players to be more involved in the storytelling process overall. As The Oracle, please allow freedom to the players when determining outcomes of contest rolls. If the outcome includes additional effects or benefits, feel free to add additional contest rolls as needed. For example, if a character wants to sneak past a guard and they are successful with the contest roll, they may explain in the outcome that they sneak past the guard while also flipping a coin. As The Oracle, you can allow this to play out or you can require an additional Expertise Check for the coin flip, with the outcome of this creating a more complicated scenario.

SESSION ZERO

We encourage that a Session Zero be set up prior to starting an ongoing campaign. During this Session Zero players should build their characters together with The Oracle and the other players, to allow for the flow of ideas to occur. Additionally, The Oracle should prepare a campaign overview for the players. This does not need to include names, places or other sensitive information, but a general overview. This will allow the players to determine how they are injected into the world and the story prior to the campaign start. Lastly, The Oracle should provide a disclaimer to the players of any hot button topics that may be explored during the campaign. The players should have a prepared list of topics they are not comfortable with so The Oracle knows to avoid these topics. Any rule changes or variant rules should also be outlined during this Session Zero as well so everyone understands the full ruleset. Completing each of these steps should allow for a flawless campaign start.

CORE MECHANICS

INTRODUCTION TO CORE MECHANICS

In this section, the Core Mechanics of the game will be outlined. The reasoning behind putting these Core Mechanics first is to provide a definition, along with a general idea of how they work. These mechanics will be used in a very similar manner for each of the pillars of play, albeit with slight variations, with the core fundamentals unchanged.

ESSENCE

Essence is essentially how players will manage their Action Economy. The Essence system will impact the different pillars of play in dramatically different ways, but the core idea of Essence remains the same, for each action that you take, it consumes Essence. In each section below, Essence will be expanded upon to provide further definitions, along with examples of how Essence is consumed, refunded, and gained.

FAVOR

Favor is a die roll mechanic that expands what characters are capable of in significant ways. When you roll with Favor, you roll a standard d20 and also roll the Favor die that corresponds with the modifier and add the values together with the modifier. For example, if you roll an Anatomy Expertise Check with Favor, and this expertise has a Favor of +3, you will roll a d20, a d8, adding these two results together, giving a greater result. Please use the chart below for reference:

Modifier	Associated Die
+1	1d4
+2	1d6
+3	1d8
+4	1d10
+5	1d12

ALACRITY

At the start of a session, each player will need to roll Alacrity. Alacrity will determine the order in which characters will interact with the environment, engage in social encounters, and also the turn order for combat. To determine Alacrity, each player must roll a d20. There are no modifiers or bonuses when determining Alacrity. Players additionally have the option to reroll Alacrity during a Repose, while The Oracle can request the players reroll Alacrity at any time.

VALOR

Valor is an exhaustible resource that will also be the primary method used for healing yourself or your allies. Characters will not have access to traditional healing spells, but a pool of healing die, known as Valor. Players have the ability to tap into Valor at any point, consuming an Essence along with the die to regain HP. Additionally, players will have access to certain Mastery Options that will allow them to maximize how Valor is used. Valor will consist of 1d4 per player +1. If there are four players, the Valor pool will have a total of 5 dice. To regain Valor, the party must complete an Extended Repose. Upon completing an Extended Repose, all Valor will be replenished and all characters will have access to this pool once more.

REACTIONS

While adventuring, players will have the ability to react to things in very dynamic ways. This plays directly into Essence as each Reaction pulls from the Essence pool that a player has access to. Reactions are presented as a way to emulate a much more realistic way for players, enemies, and NPCs to address situations. Reactions will be outlined in further detail in the expanded sections below.

RESISTANCE CHECKS

When a creature performs an action against another creature, there may be an opportunity

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for the target creature to perform a Resistance Check. A Resistance Check allows a targeted creature to Resist the effect by rolling against the creature that initiated the action in a Contest roll. Resistance Checks will be outlined in further detail in the expanded sections below. To determine Resistance Checks, you must make a d20 roll and use the specified Ability Modifier to determine the outcome of the Resistance Check.

CONTESTS

When a Resistance Check or Expertise Check is initiated, there will be a Contest roll that determines the outcome of the situation. Contests allow for variable difficulties during combat, while adventuring, or during social encounters. This, along with Favor, should provide more dynamic engagements within the world by introducing a varying degree of success and failure at all times.

DYNAMIC DIFFICULTY

Dynamic Difficulty is a flexible difficulty mechanic The Oracle will use to determine if player checks are a success or a failure. As opposed to using a static difficulty, dynamic difficulty will allow The Oracle to react to player decisions in the moment by moving the difficulty up or down the scale as needed. For example, if there is a locked chest and one player attempts to break the lock, but fails the contest roll, the next attempt to break the lock will move the difficulty up the scale, making it easier to break the lock. If another player attempts to pick the same lock, due to the damage inflicted from the attack, the difficulty will move down the difficulty scale, creating a more difficult task.

DIFFICULTY SCALE

The Difficulty Scale represents the difficulty of a task as determined by The Oracle, along with a modifier and a Favor Die associated with the desired difficulty. This scale allows The Oracle to easily determine how difficult a task may be and assign it a modifier in an effort to streamline contest rolls. Additionally, difficulty can be moved up or down on the scale as

players introduce additional variables. If one player does something to make the task easier to accomplish, the difficulty can move up the scale, whereas players introducing negative variables may move the difficulty down the scale. This allows for a more dynamic experience for players, as the outcome of their actions are reflected in real time. Lastly, if a player is attempting to complete a task with Favor, The Oracle has the option to roll the Favor Die associated with the difficulty of the task and add it to the final result. This allows for a more balanced synergy between the players and The Oracle.

Difficulty Modifier	Difficulty	Favor Die
+1	Very Easy	d4
+2	Easy	d6
+3	Moderate	d8
+4	Difficult	d10
+5	Hard	d12
+6	Very Hard	d12+d4

CONTEST ROLL TIES

If a tie happens during a contest roll, the rule of thumb is to award the success to the players. This applies to any contest rolls from Expertise Checks to Resistance Checks. Additionally, The Oracle will be unable to claim a Critical Success or Critical Failure for any contest rolls that do not apply to an NPC. The Oracle can claim a Critical Success or Critical Failure while in combat or during social encounters.

CRITICAL SUCCESS

The only way to achieve a Critical Success is by rolling a 20 on a d20. When a 20 is rolled, you will automatically succeed at the task you are attempting to perform. Additionally, if you roll a 20 on an attack roll, you will automatically break the target creature's Warding, dealing damage. The target creature will be unable to make any Resistance Checks against this attack.

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Furthermore, the creature is also Staggered until your turn ends.

CRITICAL FAILURE

The only way to achieve a Critical Failure is by rolling a 1 on a d20. When a 1 is rolled, you will automatically fail at the task you are attempting to perform. Additionally, if you roll a 1 on an attack roll, you will automatically fail the attack roll by targeting yourself instead, breaking your own warding, and dealing damage to yourself. Once this happens, you Stagger yourself until all damage is calculated.

DOUBLE CRITICAL SUCCESS

When rolling with Favor, if you roll a 20 on a d20 along with the highest possible roll on the Favor die, you roll a Double Critical Success. When you roll a Double Critical Success you gain one Boon.

DOUBLE CRITICAL FAILURE

When rolling with Favor, if you roll a 1 on a d20 along with the lowest possible roll on the Favor die, you roll a Double Critical Failure. When you roll a Double Critical Failure you temporarily lose 1 Essence until you perform an Extended Repose.

CRITICAL CONTEST ROLLS

If a player is rolling a contest roll against The Oracle and both the player and The Oracle roll a critical success, the Player immediately wins the contest roll.

BOONS

Boons are the primary method used for advancing your character. As you gain Boons you can exchange them for improvements to your character over time.

VISION & DARKNESS

During exploration, you will be subjected to various areas where your vision is limited or possibly removed completely. Unless noted otherwise, all Characters will have limited vision in darkness. While in darkness, characters can only see 5 feet in front of them unless they are assisted by something that emits light. This is very important due to combat and exploration requiring a line of sight in order to perform various actions.

ASSISTANCE

When an ally is attempting to complete a task, players have the ability to Assist the ally in various ways. In order to assist an ally, you must explain how you are assisting the ally to The Oracle and choose an Expertise that allows you to assist. When you choose this Expertise you will need to roll the Favor die associated with the Expertise modifier and add this roll to the allies original die roll. If the ally you are assisting wins the contest, you gain a pip towards a Boon in the Expertise you used. You must use an Expertise that has a positive modifier. Please use the chart below for reference:

Modifier	Associated Die
+1	1d4
+2	1d6
+3	1d8
+4	1d10
+5	1d12

REPOSE

During the adventuring day, you may be required to rest, or repose, to alleviate some of the hardships of battle, or to eat, sleep, or study. When the party decides it is time to take a Repose, they will have options to do a Limited Repose or an Extended Repose.

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LIMITED REPOSE

A Limited Repose will allow you to gather your composure after a long fight or to eat when the time is right. This will allow you to treat wounds, recover from some Afflictions, or regain some expended HP. A Limited Repose has a required time investment of 15 minutes up to 2 hours. To regain HP during a Limited Repose, you will need to add 50% of your total HP to your current HP. For example, if you have a total of 12 HP and you currently have 4 HP, you will add half of your total HP of 12 to your current HP of 4 to give yourself a new current HP of 10.

EXTENDED REPOSE

An Extended Repose will allow you to prepare for future engagements, travel, study, develop something, or build something. An Extended Repose has a required time investment of 8 hours up to 1 week. You are only allowed to take an Extended Repose when you are in a safe area. During the Extended Repose you will regain all expended HP, and you will have the ability to train or study. Additionally, all extended Valor die will be replenished during an Extended Repose.

EXTENDED REPOSE - TRAINING OR STUDYING

During an Extended Repose you will have the ability to train or study, possibly increasing pips on your Expertise in the process. When you choose to Train or Study, you must have an Extended Repose equal to 1 week. During this week you must explain to The Oracle what Expertise you are applying the training or studying towards. Once this is established, you will have the ability to roll for 5 pips on the specific Expertise you are outlining. To check for successes, you must roll a contest against The Oracle. For every success you gain 1 pip in the Expertise you chose. You can only train or study for one Expertise during an Extended Repose.

ASSASSINATIONS

If you have the ability to successfully get the drop on an unaware enemy, you have the opportunity to perform an Assassination. To perform an Assassination, you must make an Expertise Check against the target's JDG Resistance Check. On a success you position yourself in a manner that allows you to attempt the assassination. On a failure, the target knows that something is off and becomes more aware of their surroundings. You can attempt to perform the Assassination again, but the JDG Resistance Check of the target will be performed with Favor. If you successfully position yourself to perform an Assassination, you must make an attack roll on the target. If the attack is higher than half of the target's total Warding, you successfully assassinate the target. If the attack is lower than half of the target's total Warding, they are not assassinated, but the target's warding is reduced by the total roll.

MEDICAL ATTENTION

Medicine and Medical Attention is one of the few things creatures cannot pull from the Veil. There is no magical way to treat someone that has sustained a life threatening attack or illness. Due to this, medical attention will need to be provided to creatures that are suffering from malaise. Each culture or region of the world may provide medical attention in various ways, such as a studied approach, a religious approach, or a regional custom or tradition.

TREATING AILMENTS

Players will have the opportunity to treat ailments while adventuring using Expertise Checks. If a creature is badly injured or suffering from an illness, players will have the ability to identify the illness or injury, determine how to treat the illness or injury, and attempt to treat the patient. All three steps will require separate Expertise Checks in order to perform. This will be a contest roll against The Oracle, who will determine the severity of the ailment by using the difficulty scale. Depending on the outcome of the contest roll, The Oracle will provide information about the ailment, allowing the players to determine the next course of action. If players attempt to stabilize a creature

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by using an inaccurate method, they could cause the ailment to spread or become worse until proper medical attention is provided.

VIP 0.2

CHARACTER CREATION

INTRODUCTION TO CHARACTER CREATION

This is where the magic happens. Outlined on the following pages will be a full guide to Character Creation. This will allow you to create any type of character that you can imagine, with multiple different options for each character to give a fully customizable experience and play not only the character that you envision, but also the class or classes that you desire.

HELM CREATION SYSTEM

The HELM Character Creation System is the backbone for creating the perfect character that you envision. We strive to remove unnecessary restrictions or overly complicated mechanics while creating a character in an effort to streamline the process. This also allows players to express themselves to the fullest extent, by avoiding unnecessary compromises. HELM stands for Heritage, Expression, Lineage, and Mastery.

HERITAGE

Heritage is defined as something that is transmitted by or acquired from a predecessor. In short, Heritage refers to your character's ancestral bloodline. The base traits of your character will come specifically from the Heritage that you choose. While choosing the Heritage for your character, you will additionally gain a +2 Ability Score increase to any scores that you want to increase. Additionally you receive +2 Expertise Points that can be dispersed as you see fit. Your Heritage options are as follows:

-Human

Insert Lore

-Orc

Insert Lore

-Elf

Insert Lore

-Darrig (halfling)

Insert Lore

-Dwarf

Insert Lore

-Fairy

Insert Lore

-Goblin

Insert Lore

-Therian (half animal)

Insert Lore

-Giant

Insert Lore

-Genie???

Insert Lore

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EXPRESSION

When moving into the Expression section, you will have the ability to decide the expressive options that personalize your ideal character. These options can be anything that makes the perfect character, as it has no beneficial or detrimental mechanical effect on the character's ability. If you want your character to have wings, go for it. If your character has horns, go for it. There is nothing to hold you back. Additionally, this will allow you to present the ideals, morality, bonds, and flaws for your character. Some of these will come naturally while others may require a bit more thought. Please feel free to work with The Oracle on the expressive side of your character as it will allow for the character background to become more fleshed out by giving more expression, ideals, and flaws. Possible Expression may include, but is not limited to, gender, age, height, weight, skin color, eye color, ideals, bonds, and morality of your character. The general Expression of your character should be the basis for interactions within the world and with other characters.

LINEAGE

We view Lineage as a means of further Expression for your character, something that adds certain mechanical benefits, while also adding additional flavor to expand on the type of character you want to build. This will be directly linked to the background of your character. This can be applied in multiple ways. For example, you can have a Heritage of a Human Mother and a Lineage of an Elf Father, so your character could be considered a half Human, half Elf. You could choose a Heritage of Goblin, but raised by a family of Orcs. The character would not be half Goblin, half Orc, but have the traits and outlook of an Orc while having the appearance of a Goblin. Additionally, Lineages could also provide options for things that have directly affected you in some way, such as Vampirism or Lycanthropy. Regardless, these options exist to expand the background and expression of your character in very interesting and mechanical ways. Please see below for an explanation for each Lineage that is present.

-Human

This Lineage option allows you to gain one additional Expertise that you can place wherever you see fit.

-Orc

When taking this Lineage option, you can expend an additional Essence to give yourself Favor on Death Resistance Checks

-Elf

This Lineage option grants an increase of movement speed by 10 feet.

-Dwarf

You regain all HP on a Limited Repose when you select this Lineage option.

-Sydhee

While falling, you can reduce falling damage by 1 HP per Essence with this Lineage option.

-Infernal

When taking this Lineage option, you have the ability to create Flames in your palm, additionally increasing vision in darkness by 5 feet. This consumes 1 Essence

-Demigod

When taking this Lineage option, you have the ability to create Light in your palm, additionally increasing vision in darkness by 10 feet in a line. This consumes 1 Essence

-Draconic

This Lineage option allows you to use 1 Essence to use your breath weapon dealing 1 damage.

-Domun

When taking this Lineage option, you have shadow sight, but limited daylight vision. You can see 60 feet in darkness, but only 10 feet in daylight.

-Vampirism

This Lineage option allows you to use 1 Essence to regain 1 HP when reducing an enemy's HP.

-Lycanthropy

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You can expend 1 Essence to transform into a Werereature. This allows you to add Favor to one die roll, but you are vulnerable to Silver Weapons.

-Cataphract

When taking this Lineage option, you can not wear armor, but you have a natural Warding of 17.

-Protean

You can expend 1 Essence to shapeshift into a humanoid creature that you have seen with this Lineage option.

-Nokk

You can expend 1 Essence to breath under water with this Lineage option. Additionally, you must spend 1 Essence to breath air when leaving the water.

MASTERY

The final part of the HELM system is Mastery. This will be the primary method used to gain abilities and additional options that your character will have access to. You will have the option to start with a Premade Mastery Set, or you can use a Point system, called Boons, to fully customize your character in every way you see fit. The Mastery Option method removes all traditional restrictions in an effort to allow players ultimate freedom to create their own unique class that they desire. As your character progresses, you will have the ability to pull Mastery Options as you see fit to build the ideal character class dynamically. As a player, you can use these Mastery Options as a means to express a specific fantasy that you envision for your character, or to create a unique character that excels in specific areas or fills gaps that the overall party may desperately need. Lastly, when you apply Mastery Options to your character, you may flavor them however you would like without changing the core mechanics of how they work. If there is a Mastery Option that you have in mind for your character, but there is not an option that exists, please work with The Oracle along with the other party members to create your own, unique Mastery Options. Please see the expanded Mastery Options

section for a list of Premade Mastery Sets along with single Mastery Options for your character.

EXPERTISE

You will have the opportunity to apply your adventuring experiences in the form of Expertise. Expertise is the primary method of calculating how you interact with the majority of the world. These Expertise, or traditionally known as skills, are broken down into 9 categories. These categories are further expanded upon with subcategories as a way to encourage role play opportunities. The modifiers can be placed anywhere the player would like, in a manner that makes sense for their character. The highest modifier that a player can receive in one Expertise is +5. You will have the opportunity to gain Expertise while adventuring by exchanging Boons for an Expertise increase. Lastly, you can gain Boons by successfully completing Expertise Checks. For every 5 successes in on specific Expertise you will gain 1 Boon.

EXPERTISE CHECKS

Additionally, Expertise Checks are primarily requested by the player. When a player would like to do an Expertise Check, they may use any applicable Expertise to perform this check. When you attempt an Expertise Check, it will require you to expend 1 Essence unless a Mastery Option or other option requires an Expertise Check. For Example, one player may request a Survival Expertise Check to investigate an area, explaining that they have spent time surviving in a similar area, whereas another player may request an Investigation Expertise Check on the same area, citing a previous experience that would give the player some insight during the Investigation. While performing Expertise Checks, there is no wrong way to request this. This allows players to expand on their background in real time, elaborating on this as much as they would like. When a player requests an Expertise Check, they must roll a d20 and add the modifier for the Expertise they desire. If a player does not have a modifier in the Expertise they are requesting to

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use, they must roll a flat d20 to perform the check.

EXPERTISE TYPES

Below is the list of the Expertise that all players will have access to along with a brief explanation for each. Additionally, the subcategories will be outlined as well. These subcategories are provided as a means to expand on the players background. Below are examples for each subcategory and do not provide a full, in depth explanation for each. These are merely examples of what each subcategory could entail.

-Anatomy

This Expertise explains how much experience a player has regarding the physical anatomy of creatures and how to treat wounds or other ailments.

-Knowledge - Learned

-Intuition - Instinct

-Exploration

This Expertise explains how much experience a player has about the physical world around them.

-Urban - Cities or Towns

-Rural - Woods or Caves

-Investigation

This Expertise explains how much experience a player has when examining specific situations.

-Knowledge - Learned

-Intuition - Instinct

-Divinity

This Expertise explains how much experience a player has with determining the religious significance of items, events, etc.

-Knowledge - Learned

-Intuition - Instinct

-Survival

This Expertise explains how much experience a player has with surviving in explored worlds.

-Endurance - Patience

-Resolve - Determination

-Influence

This Expertise explains how much experience a player has with conversing with other individuals.

-Intimidation - Frighten

-Persuasion - Convince

-Physicality

This Expertise explains how much experience a player has with approaching physical situations.

-Nimbleness - Agile

-Athletics - Strong

-Stealth

This Expertise explains how much experience a player has with sneaking around.

-Knowledge - Learned

-Intuition - Instinct

-Artistry

This Expertise explains how much experience a player has with performing artistic feats.

-Knowledge - Learned

-Intuition - Instinct

ABILITY SCORES

There are three primary Ability Scores that each player will have access to. These Ability Scores will determine attack modifiers, spellcasting modifiers, and Warding. The highest Ability Score a player can achieve for each Ability Score is a 20. Each Ability Score will have a specific modifier to represent the bonuses or penalties that will be applied to Resistance Checks, weapon attacks, spellcasting attacks, and Warding. To determine your starting Ability Scores you can use one of the following methods, roll 3d6, rerolling 1s, and adding the results together for each Ability Score, or assign a standard arrangement of 8, 10, and 12. A player can assign rolled or arranged Ability Scores wherever they see fit. Please see below

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for an explanation of each Ability Score, what each score corresponds with, and the bonuses or penalties for each Ability Score result.

18-19	+4
20	+5

ABILITY SCORES SIMPLIFIED

Outlined below are the Ability Scores that your character will have access to. The Ability Scores are narrowed down to 3 specific options, Vigor, Fortitude, and Judgement. The intent behind reducing Ability Scores is an effort to help streamline the Character Creation process, while giving players meaningful choices behind allocating their stats. These scores are directly correlated to how you attack, how you defend, and how you cast spells, while additionally allowing for Resistance Checks to be performed with the same modifiers. Reducing the Ability Scores to a total of 3 allows for a much clearer understanding of how Ability Scores are incorporated and used, while also maintaining a direct modifier that isn't convoluted by unnecessary additions and subtractions. Lastly, the Ability Scores outlined are meant to be flavored however a player desires for their specific character and should not limit the creativity of the player. Having a high Ability Score in one category should not necessarily reflect the physical appearance of the player's character, unless the player is flavoring it in that manner. Please see below for the Ability Score Modifier Scale Rate

Ability Score	Modifier
3	-4
4-5	-3
6-7	-1
8-9	-1
10-11	0
12-13	+1
14-15	+2
16-17	+3

-Vigor (*VGR*)

Vigor accounts for how skilled your character is with weapons. This could be any weapon from a single handed, light weapon, to a two handed heavy weapon. Additionally this includes any ranged weapons, including bows, crossbows, or even firearms. Vigor additionally accounts for generally how strong or skilled you are physically. This applies while making necessary Resistance Checks that would require Strength or being skilled with weapons or combat in general. When making an attack roll, you will roll a d20 and use the Vigor modifier for your character to achieve a total score. The same applies for a Vigor Resistance Check, you will roll a d20 and use the modifier associated to achieve a total score. Please see the combat section for additional information regarding Vigor and combat in general.

-Fortitude (*FRT*)

Fortitude accounts for how tough you are. This could present itself as nimbleness or how resilient you are. Fortitude is used as the primary method to determine your current defense, or Warding. This also applies while making necessary Resistance Checks that require nimbleness or resilience. When performing a Fortitude Resistance Check, you must roll a d20, applying your current Fortitude modifier to determine the outcome. Lastly, to determine Warding, you will use your Fortitude modifier and add 10 to it. This will present your base Warding without armor. Once armor is applied, your Warding will increase. Please see the Warding section for additional information about determining Warding and how Warding is used during combat.

-Judgment (*JDG*)

Judgment implies how wise or intelligent you are. This is the primary method of determining outcomes for casting spells. In order to cast spells, you must use a spellcasting focus. This focus could be anything, but must be present in order to cast spells. This also applies while making necessary Resistance Checks that

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require wisdom or intelligence. When performing a Judgment Resistance Check, you must roll a d20, applying your current Judgment modifier to determine the outcome. Lastly, while using a spellcasting focus to cast a spell, you must roll a d20 and apply your Judgment modifier to determine the outcome. For additional information about spellcasting, please see the Spellcasting section.

WARDING

To determine how well you ward off incoming attacks, you will need to determine your character's Warding. This dynamic damage reduction system will allow you to determine how much damage your character can take before it starts losing HP. To determine Warding, you must add 10 plus your Fortitude modifier. This will give your character a baseline Warding. As you gain access to armor and other defensive material, you will add this flat bonus to the already established Warding of your character, giving yourself a new baseline Warding. This fluctuating damage reduction system is designed to allow all characters to contribute while in combat, while also allowing parties to synergize in very dynamic ways to allow for more tactical combat if they desire.

WARDING REDUCTION

During a combat encounter, as you continue to take damage, your Warding will fluctuate drastically. When a creature attacks another creature, but does not meet the creature's total Warding, you subtract the attack roll from the current Warding of the creature, giving the creature a new total Warding. Once the Warding for a creature is met or the current Warding is reduced to zero, the creature's Warding is broken, dealing damage directly to HP. Once a creature takes damage to its HP, and the attacking creature ends their turn, the Warding is then reset to the baseline value. For Example, if a Goblin has a Warding of 20 and an Elf makes an attack roll against the Goblin, resulting in a roll of 15, the Warding for the Goblin is reduced to 5. The Goblin will continue to have a Warding of 5 until another creature attacks it, reducing the Warding further. Once the Warding of the

Goblin is reduced to zero, the Goblin takes damage directly to its total HP.

WARDING AUGMENTATION

Select Mastery Options, Magical Items, or Consumable Items will allow you to temporarily Augment, or boost, your Warding. When these are applied, you must add the flat bonus to your current Warding. Once this Augment is reduced, it is no longer applied to your Warding. These Augments can be applied to your character's Warding at any time, given you have the Essence to do so, and it is your turn in Alacrity. Additionally, allies can also grant you Warding Augmentations on their turn in Alacrity. Lastly, if you have a Mastery Option that allows you to Augment your Warding, you can expend as much Essence as you like to raise your Warding, but once these Augments are reduced, it will require additional Essence to Augment it further.

HEALTH POINTS

Health Points are the primary method used to determine the status of your character. While Warding exists as a defensive measure in an attempt to mitigate as much health loss as possible, Health Points directly determine how healthy your character is at any given time. When your HP is reduced to zero, your character will enter into the dying phase. There are a few primary methods to determine the starting Health Points of your character. When selecting a premade Mastery Set, you will be assigned a starting HP for your character. If you decide to build a character from scratch with the Boon system, you must use Boons to purchase HP, acquiring as much HP as you would like until all resources are exhausted.

GAINING HEALTH POINTS

You will have the opportunity to continue gaining Health Points as part of Character Progression. There is no cap on the amount of Health Points that a character can have at any given time. Please see the Character Progression section for information on how characters gain Health Points as they progress.

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VALOR

Valor is the primary method used to regain HP while adventuring. This is an expendable resource that all players have access to at any time. The Valor Pool will start as 1d4 per player character +1. Players must use Essence to consume Valor, but certain Mastery Options may allow players additional benefits, such as using Valor to heal allies instead of themselves. This is a shared pool that, once exhausted, players must complete an Extended Repose to regain. Valor will be unable to stop the dying process. Players can use Valor once their character recovers from the dying process, but players will be unable to use Valor in an effort to stabilize or stop the dying process.

THE DYING PROCESS

When your HP is reduced to zero, you will be knocked unconscious and start the dying process. You will be unable to attack, react, or make any Resistance Checks. In order to stabilize yourself, you must roll against your current baseline Warding. You will have as many attempts to stabilize yourself as you have Essence. On each failure to stabilize yourself, it will temporarily consume the Essence used to attempt the stabilization until you complete an Extended Repose. When you successfully roll higher than your baseline Warding, you will return to 1 HP and no longer be unconscious. After your HP is reduced to zero and you are knocked unconscious, you must make at least one attempt to stabilize yourself when Alacrity returns to you. You have the option to use as many Essence as you would like in an attempt to stabilize yourself during your Alacrity. If an ally attempts to assist you, they roll Favor on an Expertise Check in an attempt to help stabilize yourself.

ASSISTING A DYING ALLY

When an ally is reduced to zero HP and starts the dying process, you have the ability to respond to this situation by assisting the ally. While assisting an ally that is currently attempting to stabilize themselves, you can make an Expertise Check, explaining how you

are assisting, and rolling the Favor die associated with this Expertise. The dying player will add the result of the Favor die to the result of their attempt to stabilize themselves. While you are assisting a dying ally, you will be unable to attack, react, or make any Resistance Checks. Additionally, you can use any Mastery Options that may allow you to assist in a more significant way.

DEATH

If you are unable to successfully stabilize yourself before expending all of your Essence, your character will die. If your character dies you will have the opportunity to create a new character to join the adventuring party. When you create a new character, they will start as a baseline character, with no progression.

STARTING OVER

It is imperative that a new character brought into the story starts as a baseline character. The fundamentals behind Character Creation not only shows progression of your character, but also allows a player to build out a backstory and personality for the character in real time while playing, as opposed to creating a lengthy, in depth, backstory prior to joining the party. By expanding on a character's backstory and personality during session play creates a more involved character to the overall story, along with real connections to the other players simultaneously. When a new character enters the fray, they should start as a baseline character with a baseline backstory and personality that can be expanded upon dynamically.

ESSENCE IN CHARACTER CREATION

Essence is essentially how players will manage their Action Economy. All characters will start with a total of 3 Essence they will have access to. They will have the ability to gain additional Essence through the Character Progression system. The max Essence a single character can have access to is 5. This does not include Mastery Options that allow characters to

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temporarily give other characters additional Essence. Players will be allowed to use Essence to perform various actions such as Basic Actions and Mastery Options. Additionally, they will have the opportunity to increase actions by allocating more Essence to a specific Basic Action or Mastery Option.

ESSENCE - BASIC ACTIONS

Basic Actions are actions that all characters have access to. These actions will require 1 Essence to perform, but can be increased in various ways to improve their effectiveness. For example, you can use 1 Essence to Move the entire movement speed of your character, whereas you can expend 2 Essence to double your movement speed, or 3 Essence to triple your movement speed. Lastly, some Basic Actions may require additional functions in order to be successful at completing these tasks. These additional functions will not require an Essence to perform, but additional die rolls may be required. For Example, if you use the Hide Action, you may be required to perform an Expertise Check against another creature's Judgment Resistance Check to successfully hide from the enemy. Please see below for the list of Basic Actions.

-Expertise Checks

You expend 1 Essence to perform an Expertise Check. You must communicate what Expertise you are attempting and how you strive to complete the task. Once this is clarified you must make the required rolls to determine the outcome.

-Move

You expend 1 Essence to move up to your character's movement speed. This movement can be broken up into segments. If a player has 30 feet of movement, they have the ability to move 10 feet, perform an action, and move the remaining 20 feet, consuming 1 Essence for movement and an additional Essence for the action performed.

-Attack

You expend 1 Essence to attack an enemy creature. When making a Basic Action attack,

you can attack with your hands, improvised weapons, or equipped weapons.

-Open

You expend 1 Essence to open a door, chest, or gate. If the object you are attempting to open is locked, you may be required to perform an Expertise Check in an attempt to pick the lock.

-Search

You expend 1 Essence to search areas or specific things such as furniture, chests, or bodies. You may be required to perform an Expertise Check if you are trying to locate something specific or if there are hidden compartments within the item you are searching.

-Use

You expend 1 Essence to use an item, such as drinking a potion, eating something, activating levers or pushing a button.

-Hide

You expend 1 Essence to duck into cover once line of sight is broken from an enemy. You may be required to perform an Expertise Check if a creature is either aware of you or actively looking for you.

-Assist

You expend 1 Essence to assist another creature with completing a task. While assisting another creature you will be unable to attack, react, or make Resistance Checks until the assistance has been completed.

-Evade

You expend 1 Essence to attempt to evade an enemies reaction. This will require a FRT Resistance Check against the attack roll to complete.

-Restrain

You expend 1 Essence to attempt to restrain an enemy. When an enemy is restrained they will be unable to move, and must expend all Essence to break the restraint. You must make an attack roll against the enemy creature, while they make a VGR Resistance Check. If you win the contest the creature is restrained. Additionally, you will be

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unable to attack or react while restraining a creature.

-Knock

You expend 1 Essence to attempt to knock an enemy prone or off of a ledge. If a creature is knocked from a ledge, the creature will take falling damage. You must make an attack roll against the enemy creature, while they make a VGR Resistance Check. If you win the contest the creature will be knocked.

-Stand

You expend 1 Essence to stand after being knocked into a crouching or prone position.

-Reaction

You expend 1 Essence to react to a creature that is moving up to you or moving within your range. You have the option to use another Basic Action, Mastery Option, or Expertise Check when this happens, with an additional Essence use.

-Focus

You expend 1 Essence to focus on a Mastery Option. This will maintain the Mastery Option until your next turn unless otherwise noted on the Mastery Option or unless another Mastery Option has influence on the effect. Additionally, you can use Focus during Expertise Checks to give yourself Favor. If you use Focus during an Expertise Check, it nullifies all Assistance that is being provided.

-Valor

You expend 1 Essence to consume Valor at a rate of 1d4 per Essence.

ESSENCE - MASTERY OPTIONS

Mastery Options are unique options that players will have access to. These Mastery Options will require 1 Essence in order to use, but can be increased in various ways to improve the effectiveness of Mastery Options. For Example, if you use a Mastery Option that does an AOE of fire damage in a 20 foot radius, you can use an additional Essence to increase the size of effect. Additionally, you can use another

Mastery Option to increase the damage of the effect if it manages to break a creature's Warding, doing damage to HP. Lastly, some Mastery Options may require additional functions in order to be successful at using a Mastery Option. These additional functions will not require an Essence to perform, but additional die rolls may be required.

ESSENCE AUGMENTATION

While using Essence for Basic Actions and Mastery Options, you will have the ability to augment, or boost, these in very interesting ways. You can increase the size, length, or radius of certain spell effects, target multiple people, or close gaps more efficiently by Augmenting your Mastery Options or Basic Actions. To Augment Basic Actions or Mastery Options you must use additional Essence to increase the effects. The only restriction when Augmenting your actions with Essence should be your imagination.

MOVEMENT

Each character will start with a base movement speed of 30 feet unless other features notate a speed difference. While in combat, you must expend 1 Essence to move up to your movement speed. However, movement speed can be broken up into smaller segments as you see fit, performing Basic Actions or Mastery Options as you move, consuming additional Essence as you perform these actions. Movement is classified as traversing the environment in multiple ways, from walking, running, and crawling, to climbing, swimming, and even flying. Please see below for a breakdown of the various movement speeds for the different types of movement.

-Walking or Running

Each character will have a base movement speed of 30 feet. You can flavor this movement however you see fit.

-Climbing

Each character will start with a base climbing speed of 10 feet

-Swimming

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Each character will start with a base swimming speed of 20 feet

-Jumping

Each character will start with a base jumping speed of 15 feet

-Crawling

Each character will start with a base crawling speed of 10 feet. Any character can choose to crouch or go prone at any time, but an additional Essence will need to be expended to return upright.

-Flying

If a character gains access to a Mastery Option that allows flight, their movement speed is doubled while flying.

ARMOR

When creating a character, you will have access to various types of Armor that will help defend you during your adventures. Armor provides a flat bonus to your already established Warding, allowing you to take more hits before reducing your HP. If you choose a premade Mastery Set when creating your character, the type of Armor you will have access to will be outlined in the Mastery Set details, whereas creating a character from scratch will allow you to pull from any Armor set, but with varying Boon values associated for each one. Armor is purposefully left vague, as a way for players to flavor how the Armor looks when applied to their character. Please see below for a breakdown for the bonuses each tier of Armor has.

Armor
Light Armor = +3 Warding Increase
Medium Armor = +4 Warding Increase
Heavy Armor = +5 Warding Increase

ARMOR UPGRADES

You will have the ability to upgrade your Armor by using boons. In order to upgrade your Armor, you must progress through each set of Armor. For example, if you start your adventure with Light Armor, but you want access to Heavy Armor, you must first acquire Medium Armor, spending the required boons to acquire Medium Armor, before progressing to Heavy Armor. This allows for a natural progression of your character while upgrading, and also puts more importance on the initial Character Creation process. When initially creating your character, you can spend Boons to immediately equip your character with Heavy Armor without going through natural progression.

WEAPONS

Weapons are broken down into multiple distinct variations with each variation providing specific benefits. These variations have a grouping of weapons, or Weapon Sets, that will all perform mechanically similar to one another, so they can be flavored however you like. Weapons can be expanded upon in a multitude of ways by using Mastery Options or applying Magical Effects to them. Additionally, Weapons have a set damage value for each Weapon Set. There will be no rolls necessary to determine damage to a creature. Lastly, feel free to work with The Oracle to give additional specific properties to a weapon. For Example, if you give your character access to Bolas, and you want to have it restrain a creature, there will need to be new mechanics introduced to allow this to happen. Please see the tables below for breakdown of each Weapon Set.

MELEE WEAPONS

Melee Weapons represent any weapons that you hold with your hands that require you to be within a certain range of an enemy to successfully attack. This includes your fists and any improvised weapons that you acquire on the fly. Additionally, this also includes weapons that offer a player an increase of range or the ability to throw. Melee Weapons will be split into a few distinct variations, such as Improvised Weapons and Unarmed Strikes, Light Weapons, Heavy Weapons, and Polearms. Each variation will

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have a predetermined damage value associated with them, along with additional properties that could be acquired through Mastery Options. Below are tables that describe each of the Melee Weapons. If there is a weapon that you would like to use that isn't listed, please work with The Oracle to determine where the weapon should be placed and the properties the weapon will have.

Improvised Weapons or Unarmed Strikes 1 Damage
One Hand Property or Dual Wield Property
Fist
Debris
Dagger
Light Weapons 2 Damage
One Hand Property or Dual Wield Property
Short Sword
Whip
Light Axe
Knuckle Duster
Sickle
Morning Star
Nunchaku
Light Hammer
Quarterstaff
Heavy Weapons 3 Damage
Two Hand Property

Long Sword
Chain Whip
Heavy Axe
Mace
Scythe
Club
War Hammer
Polearm 1 Damage
Melee up to 10 feet - Can be Thrown
Staff
Spear
Trident
Glaive
Halberd
War Scythe

RANGED WEAPONS

Ranged Weapons represent any weapon that can be used to attack an enemy at extended ranges. This includes Light Ranged Weapons and Heavy Ranged Weapons. To perform attacks with Ranged Weapons, much like Melee Weapons, it requires line of sight. You have the ability to attack anyone at range, as long as a line of sight can be maintained on the target. Each variation will have a predetermined damage value associated with them, along with additional properties that could be acquired through Mastery Options. Below are tables that describe each of the Ranged Weapons. If there is a weapon that you would like to use that isn't listed, please work with The Oracle to determine where the weapon should be placed and the properties the weapon will have.

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Light Ranged Weapons 2 Damage
One Hand Property
Short Bow
Slingshot
Blowgun
Bolas
Heavy Ranged Weapons 3 Damage
Two Handed Property
Long Bow
Crossbow
Javelin
Throwing Axe

STARTING EQUIPMENT

While creating your character you will be allowed to select your starting equipment from the list below. If you take a Premade Mastery Set you will have the option to pick the Weapons and Armor that the Premade Mastery Set notates, with the ability to pick the highest level of each that is listed, with the ability to upgrade during character progression. If you are building a character from scratch, you will have the ability to use Boons to select what starting Weapons and Armor that you would like. There are two primary methods used to select starting equipment. First, you have an allowance of 100gp to select the options you would like while retaining any unspent gold. The second option allows you to retain all of the gold, but to roll on the equipment list outlined below. To do this, roll a d20 a total of 5 times, rerolling any duplicates.

1	Ink and Quill	1gp
2	Tool Set	20gp
3	Rations	3gp
4	Lantern	15gp
5	Bell	2gp
6	Spellcasting Focus	25gp
7	Rope - 50 Feet	5gp
8	Crowbar	5gp
9	Musical Instrument	25gp
10	Pitons	3gp
11	Ball Bearings	3gp
12	Caltrops	3gp
13	Grappling Hook	5gp
14	Waterskin	5gp
15	Tender Box & Matches	5gp
16	Fishing Tackle or Hunters Trap	10gp
17	Camping Supplies	5gp
18	Poison	15gp
19	Mirror	5gp
20	Gunpowder	30gp

TOOL SETS

Tool Sets is a power piece of equipment that allows you to approach situations in a way that best makes sense for your character. Tool Sets will allow you to add Favor to the associated Expertise when using the tools within the Tool Set to accomplish a specific goal. For Example, if you attempt to determine a creature's vitals while using a First Responders Pack, you will roll the Anatomy Expertise Check, adding the Expertise Modifier that you have in Anatomy,

CHARACTER CREATION

and rolling the associated Favor die and adding this to the total. You can only have 1 Tool Set for your character active at a time. If you have access to multiple Tool Sets you may swap out which prepared Tool Set that you have access to during an Extended Repose. Please see below for a list of Tool Sets, along with the Expertise they apply to.

First Responders Pack	Anatomy Expertise
Voyagers Tools	Exploration Expertise
Detective Tools	Investigation Expertise
Deific Tools	Divine Expertise
Preppers Pack	Survival Expertise
Influencers Kit	Influence Expertise
Protein Pack	Physicality Expertise
Covert Kit	Stealth Expertise
Performers Pack	Artistry Expertise

ENCUMBRANCE

Encumbrance measures the amount of non-equipped items that a creature may carry. This is an optional rule that The Oracle can provide to give a more realistic experience while adventuring. To determine a character's Encumbrance, reference the VGR Ability Modifier for the character and add 5. For Example, if a character has a +3 VGR Modifier, the total amount of items that a character can carry would be 8. This does not extend to equipped items such as Armor, Weapons, Spellcasting Focus, Rings, etc. Lastly, specific items will count as 1 Inventory Space, although there may be multiples carried. For Example, a bag of 50 Ball Bearings or a bundle of 5 Torches will count as 1 Inventory Space.

BOON CHARACTER CREATION

In addition to using a Premade Mastery Set, you also have the option to fully customize your starting character by using Boons. Boons are the primary method used for Character Progression, but you have the option to be awarded with Boons from The Veil to create the perfect character for you. When you start your character you will have access to 70 Boons that can be spent on anything you would like. Keep in mind that you will need to purchase HP for your character, along with starting Weapons and starting Armor, as you will not have access to these if they are not purchased. Lastly, when you create your character in this manner you will still have access to the starting Expertise and Ability Score increases that are granted in the HELM system, along with 3 base Essence and access to all Basic Actions. With this in mind, you can do interesting things. For Example, you can forgo taking Mastery Options during Character Creation but still have the ability to attack by using the attack Basic Action. Please see the table below for what can be purchased with Boons during Character Creation.

Boon	Effect
3 Boons	+5 Feet Movement
5 Boons	+1 HP
5 Boons	+1 Expertise
7 Boons	1 Mastery Option
10 Boons	+1 Essence
5 Boons	Light Weapons
7 Boons	Polearm Weapons
10 Boons	Heavy Weapons
5 Boons	Light Armor
7 Boons	Medium Armor
10 Boons	Heavy Armor

CHARACTER PROGRESSION

CHARACTER CREATION

As you adventure, you will gain progress in the form of power over time. You will be awarded with Boons. Boons will be the primary method used for upgrading your character in very powerful ways. Lastly, you will have the ability to gain additional Boons over time by completing successful Expertise Checks

EXPERTISE CHARACTER PROGRESSION

In an effort to expand your Expertise over time, you must make successful Expertise Checks. Once you gain a success in an Expertise Check you will gain one success, or one pip, in that specific Expertise Check. After you gain 5 successes in a specific Expertise, you will gain 1 Boon. You can exchange 5 Boons for a +1 increase in any Expertise

BOON CHARACTER PROGRESSION

You will be awarded Boons as you complete successful Combat, Social, and Exploration Encounters. The Oracle will award these, much like how traditional Experience is awarded, as ways to improve your character as you see fit. You can exchange Boons as often as you would like to make upgrades to your character dynamically. This affords you the opportunity to prioritize what you feel is important for your character and build it over time, as opposed to existing on a predetermined path that gives you upgrades and options that may not be useful or applicable to how you envision your character. Lastly, you can additionally use Boons in dire situations by automatically granting yourself maximum Favor on one roll of your choice. To do this, you must expend the Boon prior to the roll, explaining what you are using the Boon for and what roll you are making to The Oracle. Please see below for the Exchange rate for Boons.

5 Boons	+1 HP
5 Boons	+1 Expertise
7 Boons	1 Mastery Option
10 Boons	+1 Essence
5 Boons	Light Weapons
7 Boons	Polearm Weapons
10 Boons	Heavy Weapons
5 Boons	Light Armor
7 Boons	Medium Armor
10 Boons	Heavy Armor

Boon	Effect
3 Boons	+5 Feet Movement

MASTERY OPTIONS

PREMADE MASTERY SETS

When selecting your Mastery from the HELM system, you have the option to use Boons to create your character or use a Premade Mastery Set. Premade Mastery Sets allow players access to traditional "classes" if they prefer to align their character with a specific class fantasy. Each Premade Mastery Set will give the player access to an Expertise Increase, starting HP, Weapons and Armor, along with 3 Mastery Options.

MASTERY OPTION TAGS

There will be specific tags associated with each Mastery Option. These tags are included to provide a quick reference as to what each Mastery Option is capable of doing. These alone do not put hard stipulations on each Mastery Option, but more so provided as a reference for individuals as they become familiar with the rules. Please see below for a definition for each Mastery Option Tag

-REACT

This Mastery Option can be used as a reaction.

-BUFF

This Mastery Option allows you to give an ally or yourself Favor on die rolls

-DEF

This Mastery Option allows you to raise the Warding of an ally or yourself

-ATK

This Mastery Option allows you to perform an attack with the VGR modifier

-SPELL

This Mastery Option allows you to perform an attack with the JDG modifier

-CC

This Mastery Option forces enemies to make Resistance Checks or use movement to avoid

-FCS

This Mastery Option requires Focus to Maintain

PREMADE MASTERY SETS BREAKDOWN

Below is an outline for how the Premade Mastery Sets are broken down. As you can see, each option shows the name of the Mastery, along with the starting HP for your character, the Expertise Increase that is related to the Mastery, along with what Weapon Set and Armor Set you will have access to by default. Lastly, there are three Mastery Options available in each Mastery Set. These are representations of a traditional class fantasy that allow you to get into the action quickly.

Mastery Name	Conqueror
Health Points	7HP
Expertise Increase	+1 Expertise
Weapons and Armor	All Weapons and All Armor
Mastery Options	<p>Mastery Options:</p> <p>Parry (REACT): When a melee attack is incoming, you have the ability to Parry by rolling a FRT Resistance Check against the attack. If you win the contest, there is no reduction in Warding.</p> <p>Rushing Strike (ATK): You can target a creature that is up to 15 feet away, moving up to the target and attacking at the end of the movement</p> <p>Concussive Bash (ATK): When you attack a creature with Concussive Bash, you knock the creature 5 feet away from you. The creature is unable to react when you use this feature.</p>
Mastery Option Tag	

MASTERY OPTIONS

WARRIOR

Conqueror
7HP
+1 Expertise
All Weapons and All Armor
Mastery Options: Parry (REACT): When a melee attack is incoming, you have the ability to Parry by rolling a FRT Resistance Check against the attack. If you win the contest, there is no reduction in Warding. Rushing Strike (ATK): You can target a creature that is up to 15 feet away, moving up to the target and attacking at the end of the movement Concussive Bash (ATK): When you attack a creature with Concussive Bash, you knock the creature 5 feet away from you. The creature is unable to react when you use this feature.

Berserker
6HP
+1 Expertise
Light Weapons and Medium Armor
Mastery Options: Savage Attacks (BUFF): You channel your Feral Instinct which allows you to gain Favor on attack rolls. Unbreaking Fortitude (DEF): When your Warding is broken, you can harness a blast of energy that you can choose when to release. This can also be used as a reaction. Enemies must make a FRT Resistance Check when you trigger the blast. On a failed save enemies take 1 damage and

are knocked 10 feet away from you

Feral Speed (BUFF):
 You gain an additional movement speed of 10 feet. You can use this movement to leap, run, walk, swim, or climb.

Warlord
5HP
+2 Expertise
All Weapons and All Armor
Mastery Options: Inspiring Strike (BUFF): You can inspire an ally on their next attack. You grant Favor on the attack roll. Commanding Endurance (DEF): You can command an ally of your choice to avoid incoming attacks. You grant the ally +5 Warding Intimidating Presence (SPELL): You intimidate an enemy that can hear you by berating them with insults. Make an attack roll with your spellcasting focus. The target must make a JDG Resistance Check. On a failure it does 1 damage.

MASTERY OPTIONS

CRUSADER

Apostle
4HP
+1 Expertise
Light Weapons and Light Armor
<p>Mastery Options:</p> <p>Restoration (BUFF)(REACT): You target one ally, allowing them to use Valor</p> <p>Guiding Favor (REACT): You grant Favor to one ally, giving them Favor on their choice of Attack Roll, Expertise Check, or Resistance Check.</p> <p>Divine Intervention (REACT): Empowers an allies Mastery Option feature to grant additional benefits, such as increased damage, size, radius, length, or other effect.</p>

Inquisitor
6HP
+1 Expertise
All Weapons and All Armor
<p>Mastery Options:</p> <p>Scorching Strike (ATK): Your weapon glows of blue flame, allowing you to also hit the Warding of any creature that is within 5 feet of the target creature. The adjacent creatures must make a FRT Resistance Check.</p> <p>Divine Grit (DEF): You gain the ability to bolster your Warding by giving yourself Favor on your current Warding</p> <p>Wall of Flame (CC)(FCS): You have the ability to create a wall of flame, 10 feet tall and 20 feet long. Any creature that</p>

ends their turn in the flames or gets knocked into the flames takes fire damage against their Warding. If this breaks their Warding, it does 1 damage.

Zealot
5HP
+2 Expertise
Light Weapons and Light Armor
<p>Mastery Options:</p> <p>Blessed Protection (DEF): You gain the ability to project a sphere of protection that lasts until it is destroyed. The sphere has a Warding of 10 and a radius of 10 Feet from the casting point. Creatures can pass through the sphere as if it isn't there but spells and projectiles are unable to pass through.</p> <p>Radiant Strike (ATK): Your weapon glows of pure white light, causing an additional 1d4 Radiant Damage against Warding. If this breaks the target creature's Warding, it also does an additional 1 damage to HP.</p> <p>Divine Conviction (SPELL): You attempt to convert an enemy to the side of your deity. The target creature must make a JDG Resistance Check against your Spellcasting attack roll. On a failed save, the target creature devotes their life to your cause, attacking the nearest creature you deem an enemy. The effect ends if the creature is knocked unconscious or killed outright.</p>

MASTERY OPTIONS

SCOUT

Infiltrator
5HP
+2 Expertise
Light Weapons, All Ranged Weapons, Light Armor
<p>Mastery Options:</p> <p>Shadowed Wrath (ATK): When attacking a creature that doesn't know you are there, you gain Favor on the attack roll and do one additional damage to HP</p> <p>Shadow Step (CC): You have the ability to deploy a cloud of smoke, hindering the sight of nearby creatures. While the smoke is deployed, you can move to another location without detection, as long as the cloud is between yourself and the creature. The cloud disperses in a 10 foot radius at the point of impact. The cloud dissipates at the end of your turn.</p> <p>Shadow Stride (ATK): You can target multiple creatures that are within your current movement range, attacking each one as you pass.</p>

Hunter
6HP
+2 Expertise
Light Weapons, All Ranged Weapons, Medium Armor
<p>Mastery Options:</p> <p>Favored Target (ATK): You have the ability to Favor one creature. When you make attacks against this target, you gain Favor on attack rolls and an</p>

additional 1 damage to HP. This target remains Favored until you Favor another target or the Favored target is incapacitated. If you Favor another creature while one is Favored, it will require one Essence to redirect the Favor.

Ranged Riposte (REACT):
When you are attacked from a ranged attack you can return the favor by attacking with your ranged weapon, even if your ranged weapon isn't currently equipped.

Natural Camouflage (DEF):
You gain the ability to naturally camouflage yourself, increasing your Warding by +5

Paragon
5HP
+2 Expertise
Light Weapons, All Ranged Weapons, Light Armor
<p>Mastery Options:</p> <p>Sapping Sting (DEF): You have the ability to target a creature's Warding, dispersing it to yourself or your allies. The target creature must make a FRT Resistance Check against the Spellcasting attack roll. On a failed save, the warding is reduced from the target creature equal to the attack roll, allowing you to distribute this value to your allies or yourself.</p> <p>Unyielding Companion (ATK): Whenever you attack a creature that is within 5 feet of an ally, you gain Favor on attack rolls against that enemy.</p> <p>Entrap (SPELL): Whenever you attack a creature, they must make a FRT Resistance Check against the attack. On a failed check, their movement speed is reduced to zero. This effect lasts for one round. The creature has the opportunity to use all Essence to roll a successful Resistance Check.</p>

MASTERY OPTIONS

ARCANIST

Scholar
4HP
+2 Expertise
Light Weapons and Light Armor
<p>Mastery Options:</p> <p>Magical Manipulation (SPELL): Whenever an existing magical effect is present on the battlefield, you can roll a JDG Resistance Check against the casters attack roll in an effort to take control of the magical effect. If an ally allows you to take control, there will be no rolls necessary. If you win the contest you can manipulate the magic in whatever way you see fit.</p> <p>Magical Creation (SPELL)(FCS): You have the ability to create any type of magical effect using any type of element you prefer. You can cast orbs, beams, spheres, or walls of elemental damage</p> <p>Magical Riposte (REACT): You have the ability to absorb magical effects when someone casts them at you. You recreate the effect instantaneously. When you are targeted with a spell attack, roll a JDG Resistance Check against the enemies attack roll. On a success you absorb the spell and recast immediately.</p>

Devoted
4HP
+1 Expertise
Light Weapons and No Armor
<p>Mastery Options:</p> <p>Necro Beam (SPELL): You gain the ability to project an orb of</p>

necrotic spellcasting. You can target one creature with an orb. If you are unable to break the target creature's Warding, you can target an additional creature that is within 10 feet of the target creature. This does 1 damage.

Acid Cloud (SPELL)(FCS):

You harness the ability to project a sphere of acidic fumes. This cloud has a 10 foot radius. Any creature that is within the cloud when it appears, must make a FRT Resistance Check against the Spellcasting Attack Roll. On a failed save, the creature takes 1 damage.

Empowered Resilience (DEF):

You surround your body in protective invocations. You increase your Warding by +5. Each time this +5 Warding is broken, you gain an additional +1 HP for the remainder of combat.

Descended
5HP
+1 Expertise
Light Weapons and Medium Armor
<p>Mastery Options:</p> <p>Strike Casting (ATK): You harness the ability to imbue your weapon with elemental power, or create an elemental weapon. You can create any weapon that you see within your mind. This does an additional 1 damage to HP.</p> <p>Defensive Casting (DEF): You manifest the ability to cover your body in whatever element you desire. When you do this you gain a +5 to Warding</p> <p>Haste Casting (SPELL): You manifest the ability to fire two orbs of elemental damage. The orbs can target the same creature or two individual creatures. You must roll an attack for each orb that is cast. This does 1 damage.</p>

MASTERY OPTIONS

DRUID

Shifter
6HP
+1 Expertise
Light Weapons and Light Armor
<p>Mastery Options:</p> <p>Scale Form (ATK): When you move, you have the ability to turn into a scaled creature of your choice. While in this form, you have the ability to restrain enemies within 10 feet of you. Additionally you can move through tiny spaces. You can do a bite attack for 1 damage.</p> <p>Feather Form (ATK): When you move, you have the ability to turn into a feathered creature of your choice. While in this form, you have a fly speed double your movement speed. You also gain Favor on the Evade Basic action that requires a FRT Resistance Check. You can do a claw attack for 2 damage.</p> <p>Furry Form (ATK): When you move, you have the ability to turn into a fur covered creature of your choice. While in this form, you gain Favor on Warding when you shift into this form. Additionally you gain Favor on attack rolls. You can do a slam attack for 3 damage.</p>

Evoker
4HP
+1 Expertise
Light Weapons and Light Armor
<p>Mastery Options:</p> <p>Undergrowth (SPELL): You cause undergrowth to grow in an area.</p>

When you target an area, undergrowth will grow from a point you determine to a radius of 10 feet. Any creature caught within this area will need to make a FRT Resistance Check against the Spellcasting attack roll. On a failed check, the creature's movement speed will be reduced to 0. On a success, movement speed is halved while in the undergrowth.

Natural Mending (BUFF):
You have the ability to harness the spirit of nature and disperse healing to your allies. You heal a target creature for 1 HP.

Mothers Gifts (SPELL):
You gain the ability to manifest the fury of Nature. You target one creature and cast a beam of Nature's Spirit, hitting the target creature for 1 damage. This also causes native plantlife to spring to life in the travel path of the beam.

Augur
5HP
+1 Expertise
All Weapons and Medium Armor
<p>Mastery Options:</p> <p>Bestial Chaos (CC): You have the ability to manifest an astral beast to attack a foe or perform other tasks. The beast will have your statistics while present. In order to maintain the creature, you must expend additional Essence to do so. You must explain to the beast the task you want it to complete and make appropriate rolls. If it attacks it does 1 damage.</p> <p>Heroic Husk (DEF): You gain the ability to coat your body or an ally's body in a protective husk, granting +5 Warding.</p> <p>Astral Strike (SPELL): You project an astral beast to attack one foe. After the beast strikes it disappears. Do a</p>

MASTERY OPTIONS

spellcasting attack, dealing 1 damage to HP.

MONK

Ascetic
5HP
+2 Expertise
Light Weapons and Light Armor
<p>Mastery Options:</p> <p>Spiritual Protector (BUFF): You manifest your Spirituality, projecting it to one ally, granting the ally an additional Essence.</p> <p>Spirit Bomb (SPELL): You harness your Spirituality into a projectile, hurling it at an enemy. If the Spirit Bomb breaks a creature's Warding, it does 2 Damage and stops any Essence use on this creature until it's next turn.</p> <p>Astral Displacement (DEF): You master the Astral Plane, allowing you to swap places with one enemy. If you are being attacked when you perform this, the creature you swap with will be attacked instead.</p>

Pugilist
7HP
+1 Expertise
Light Weapons, Polearm, and Light Armor
<p>Mastery Options:</p> <p>Rapid Riposte (REACT): When attacked by an enemy, you can attack in return with Favor.</p> <p>Fury of Blows (ATK): When you attack an enemy with an unarmed strike, the target must make a FRT Resistance Check. On a failure, you gain the ability to do</p>

an additional unarmed strike.

Thunderous Strike (ATK):

You have the ability to attack the ground, wall, or an enemy with an unarmed strike, causing a thunderous shockwave to radiate from the origin. All creatures within a 10 foot radius must make a FRT Resistance Check. On a failure they are knocked prone. Additionally, if you target a creature with this, and they fail the FRT Resistance Check, they are knocked 10 feet away from you.

Sensei
6HP
+2 Expertise
Light Weapons, Polearm, and Medium Armor
<p>Mastery Options:</p> <p>Return to Sender (REACT): You harness the power of Spirituality and years of training. If you are targeted with a spell or ranged attack, you must make a FRT Resistance Check. On a success, you redirect the attack back to them or another target.</p> <p>Elemental Fury (BUFF): You have the ability to elementally charge your weapon attacks with whatever element you desire. You gain Favor on attack rolls.</p> <p>Elemental Obelisk (SPELL)(FCS): You have the ability to summon a 5 foot square, 10 foot tall obelisk of whatever element you desire. This can be summoned up to 20 feet away from you. Any creature within the summoned area must make a FRT Resistance Check. On a failed save they take an additional 1d6 to Warding. This does 2 damage to HP.</p>

MASTERY OPTIONS

MASTERY OPTIONS

Outlined below are Mastery Options. Mastery Options will be the life blood of your character, granting you specific tools, abilities, or power to build the perfect character you desire. These options will allow you to lean into a specific character build that you envision, or allow you to flex into different roles as needed. Mastery Options work in tandem with Essence. Each Mastery Option requires Essence to perform and can be augmented with additional Essence. As you gather Boons you have the option to exchange these for additional Mastery Options, allowing you to become more powerful over time. These Mastery Options are designed to be relevant from the start of a campaign up to the climatic resolution. If there is a Mastery Option that you would like for your character but it is not outlined, please work with The Oracle to design the perfect Mastery Option for your character.

MASTERY OPTION TAGS

There will be specific tags associated with each Mastery Option. These tags are included to provide a quick reference as to what each Mastery Option is capable of doing. These alone do not put hard stipulations on each Mastery Option, but more so provided as a reference for individuals as they become familiar with the rules. Please see below for a definition for each Mastery Option Tag

-REACT

This Mastery Option can be used as a reaction.

-BUFF

This Mastery Option allows you to give an ally or yourself Favor on die rolls

-DEF

This Mastery Option allows you to raise the Warding of an ally or yourself

-ATK

This Mastery Option allows you to perform an attack with the VGR modifier

-SPELL

This Mastery Option allows you to perform an attack with the JDG modifier

-CC

This Mastery Option forces enemies to make Resistance Checks or use movement to avoid

-FCS

This Mastery Option requires Focus to Maintain

MASTERY OPTIONS CATEGORIES

Mastery Options will be listed in specific categories in an effort to streamline customization when exchanging Boons for Mastery Options. This will allow you to narrow down specific Mastery Options that you want to apply to your character while not focusing on the options that do not apply to the build you are attempting to create. Please see below for the various options.

-Weapons & Fighting Styles

Mastery Options that focus on Melee Combat, using the VGR Ability Modifier

-Defense

Mastery Options that focus on Warding Improvements.

-Buffs

Mastery Options that buff yourself or other characters in various ways.

-Movement

Mastery Options that give you a choice of new movement abilities.

-Reaction

Mastery Options that allow you to react to certain things.

-Spellcasting - Direct

Mastery Options that allow you to perform spells that are directed at one creature.

-Spellcasting - AOE

MASTERY OPTIONS

Mastery Options that allow you to perform spells that have area of effect elements.

-Crowd Control

Mastery Options that allow you to maintain control over the battlefield.

-Harmonia

Mastery Options that allow you to excel in social and exploration situations.

-Capstone

Mastery Options that allow you to perform incredible feats of power.

MASTERY CAPSTONE

When you acquire a specific amount of Mastery Options, you will have the option to take a Mastery Capstone. Mastery Capstones are very powerful abilities that allow you to do incredible things. These capstones may require more Essence in order to perform, but the effects will be much more grand than a normal Mastery Option. To acquire a Mastery Capstone, you must have access to a minimum of 15 Mastery Options. Once you have gathered a minimum of 15, you will immediately have access to exchanging Boons for one of these powerful options.

WEAPONS & FIGHTING STYLES

Rushing Strike (ATK):

You can target a creature that is 15 feet away, moving up to the target creature and attacking as normal at the end of the movement

Concussive Bash (ATK):

When you attack a creature with a Concussive Bash, you knock the target creature back 5 feet. The creature is unable to make reactions when you use this Mastery Option

Swing Strike (ATK):

You gain the ability to attack all creatures that are within 5 feet of you

Savage Attacks (ATK):

You gain Favor on your next melee attack

Mounted Assault (ATK):

You gain Favor on all attack rolls while mounted on an animal

Scorching Strike (ATK):

Your weapon glows of blue flame, allowing you to also hit any creature that is within 5 feet of the target

creature. The adjacent creatures must make a FRT Resistance Check. This does an additional 1 damage.

Scorching Slam (ATK):

You gain the ability to target one creature, attempting to knock the target prone. The target must make a FRT Resistance Check to avoid. If this breaks Warding it does an additional 2 damage.

Radiant Strike (ATK):

Your weapon glows of radiant light, causing an additional 1d4 Radiant Damage to warding. If this breaks warding it does an additional 1 damage to HP.

Shadowed Wrath (ATK):

When attacking a creature that doesn't know you are there, you gain Favor on the attack rolls and do 1 additional damage to HP.

Shadow Stride (ATK):

You can target multiple creatures that are within your current movement range, attacking each one as you pass.

Favored Target (ATK):

You have the ability to target one creature, marking it as the Favored Target. Each attack you make against this target gains Favor and does 1 additional damage. This target remains marked until you mark another target.

Fury of Blows (ATK):

When you attack an enemy with an unarmed strike, the target must make a FRT Resistance Check. On a failure you can perform another unarmed strike. If the creature's Warding is broken, the second strike does an additional 1 damage.

Thunderous Strike (ATK):

You have the ability to attack the ground, wall, or an enemy with an unarmed strike, causing a shockwave to radiate from the origin. All creatures within a 10 foot radius must make a FRT Resistance Check, falling prone on a failure. Additionally, when you target a creature, if they fail the check they are knocked 10 feet away from you.

Dual Wielding (ATK):

While dual wielding with light weapons, when you

WEAPONS & FIGHTING STYLES

attack a creature, they must perform a FRT Resistance Check. On a failure you gain the ability to attack the creature with the other weapon you are holding. If the creature's Warding is broken, the offhand weapon does 1 additional damage.

Unyielding Companion
(ATK):

Whenever you attack a creature that is within 5 feet of an ally, you gain Favor on attack rolls.

Elemental Weapon (ATK):

You imbue your weapon with an elemental effect of your choice. This does an additional 1d4 damage to warding

DEFENSE

Unbreaking Fortitude (DEF):

When your Warding is broken, you can harness a blast of energy that you can choose when to release. This can also be used as a reaction. Enemies must make a FRT Resistance Check when you trigger the blast. On a failed save enemies take 1 damage and are knocked 10 feet away from you

has a Warding of 10 and a radius of 10 feet from the targeted casting area. Creatures can pass through the sphere as if it isn't there but projectiles are unable to pass through.

Natural Defender (DEF):

You gain the ability to make yourself more durable. You increase your Warding by +5

Commanding Endurance (DEF):

You can command an ally of your choice to avoid incoming attacks. You grant them +5 Warding

Sapping Sting (DEF):

You have the ability to target a creature's Warding and disperse it to yourself or your allies. The target creature must make a FRT Resistance Check, on a failure the target's Warding is reduced and can be distributed to yourself or your allies as you see fit.

Divine Grit (DEF):

You gain the ability to bolster your Warding by giving yourself Favor on your current Warding.

Battle Formations (DEF):

While having a shield equipped, your allies within 5 feet of you gain +5 Warding

Blessed Protection (DEF):

You gain the ability to project a sphere of protection that lasts until it is destroyed. The sphere

BUFFS

Studied Combatant (BUFF):

Making a successful Expertise Check against a creature gives you Favor on attack rolls against this creature type for the remainder of combat. This does not carry over from one encounter to another.

Guiding Favor(BUFF):

You grant Favor to one ally, giving them Favor on their choice of attack roll, Expertise Check, or Resistance Check

Commoner (BUFF):

You gain the ability to blend into a crowd of people. You gain Favor on your next Exploration Expertise Check within an urban environment.

Superior Physicality (BUFF):

You gain the ability to perform a great act of Physicality. You gain favor on your next Physicality Expertise Check.

Divine Prayer (BUFF):

You gain the ability to roll Valor, applying the benefits to anyone within 30 feet of you

Spiritual Protector (BUFF):

You manifest your Spirituality and project it to one ally, giving them one additional Essence.

Fight or Flight (BUFF):

You gain Favor on FRT Resistance Checks

Commune (BUFF):

You have the ability to contact your deity for guidance on a specific situation. You gain Favor on your next Divinity Expertise Check.

Discernment (BUFF):

You are able to discern good from evil. You gain Favor on your next Divinity Expertise Check

Inspiring Strike (BUFF):

You inspire an ally on their next attack, granting them Favor on the attack roll.

Undetected Movement (BUFF):

You and your allies within 30 feet of you gain Favor on Stealth Expertise Checks. If a party member doesn't have Expertise in Stealth, they gain a +1 to their roll.

Intimidating Confidence (BUFF):

You give yourself Favor on your next Influence Expertise Check

Commoner (BUFF):

You gain the ability to blend into a crowd of people. You gain Favor on your next Exploration Expertise Check within an urban environment.

Restoration (BUFF):

You target one ally, allowing them to use Valor

MOVEMENT

Heroic Leap (BUFF):

You gain the ability to leap up to 30 feet away from you, up to 30 feet in the air. If the target destination is occupied, the occupying creature will need to make a FRT Resistance Check against your attack roll. On a success they move 5 feet in any direction. On a failure they take Warding damage and are restrained. If this breaks Warding it does 1 Damage.

Feral Speed (BUFF):

You gain an additional movement speed of 10 feet. You can use this movement to leap, run, walk, swim, or climb

Feral Movement (BUFF):

Your movement ignores moderate or difficult terrain.

Shadow Step (BUFF):

You have the ability to deploy a cloud of smoke, hindering the sight of nearby creatures. While the smoke is deployed you can move to another location without detection, as long as the cloud of smoke is between yourself and the creature. The cloud disperses in a 10 feet radius at the point of impact. The cloud

dissipates after your turn ends.

Transplant (BUFF):

You gain the ability to use plants, trees, or any other naturally occurring vegetation to move from one location to another. The destination must be somewhere you can see or somewhere you have visited and know very well. The vegetation needed to travel through must be the same size as your body at the origin and destination locations.

Stellar Displacement (BUFF):

You gain the ability to teleport to where your astral beast is currently located. When you do this the astral beast dissipates.

Scale Form (BUFF):

When you move, you have the ability to turn into a scaled creature of your choice. While in this form, you have the ability to restrain enemies 10 feet away and you can move through tiny spaces. You can do a bite attack for 1 damage.

Feather Form (BUFF):

When you move, you have

the ability to turn into a feathered creature of your choice. While in this form, you have a fly speed double your movement speed and you also have Favor on Evasion. You can do a claw attack for 2 damage.

Furry Form (BUFF):

When you move, you have the ability to turn into a fur covered creature of your choice. While in this form, you gain Favor on your Warding and attack rolls. You can do a slam attack for 3 damage.

Astral Displacement (BUFF):

You master the Astral Plane, allowing you to swap places with one enemy. If you are being attacked when you perform this, the creature you swap with will be attacked instead of you.

Surface Strider (BUFF):

You gain the ability to traverse over any surface up to your movement speed. Once your movement speed ends, gravity will act as normal unless there is something that can break your stride.

Elemental Discharge

MOVEMENT

(BUFF):

As you move across the battlefield, you have the ability to store elemental effects within yourself, discharging them at the end of your movement. To gain these effects, you must have an uninterrupted movement of 30 feet. At the end of the movement you can use your spellcasting focus to discharge the effects to one target.

REACTIONS

Parry (*REACT*):

During an incoming attack you have the ability to Parry by rolling a FRT Resistance Check against the attack. On a success you take no damage. On a failure you take damage to Warding as normal.

Untamed Reaction (*REACT*):

When an enemy attacks an ally, you have the ability to use a reaction to attack that enemy.

Divine Intervention (*REACT*):

Empowers an allies Mastery Option feature to grant additional benefits such as increased damage, size, radius, length, or other effect dependent on the specific Mastery Option.

Withdraw (*REACT*):

When you move away from an enemy and they attempt a reaction against you, you can evade from the enemy with no Essence consumption

Ranged Riposte (*REACT*):

When you are attacked by a ranged attack, you can

return the favor by attacking with your ranged weapon, even if it isn't currently equipped.

Magical Riposte (*REACT*):

You have the ability to absorb magical effects when someone casts them on you and recreate the effect instantaneously. When targeted with a spell attack, roll a JDG Resistance Check. On a success you can absorb the spell and immediately recast it at an enemy.

Infernal Retribution (*REACT*):

When a creature attacks you or an ally, you gain the ability to target that creature and conjure a beam of necrotic energy from the ground. The creature must make a JDG Resistance Check. On a failure, the creature takes damage to Warding. On a success the target creature moves to an adjacent unoccupied space.

Rapid Riposte (*REACT*):

When attacked by an enemy, you can attack in return with Favor on the attack roll.

Molon Labe (*REACT*):

Whenever an enemy is attacked, you may make an attack on the same enemy.

SPELLCASTING - DIRECT

Magical Manipulation (SPELL):

Whenever an existing magical effect is present on the battlefield, you can roll a JDG Resistance Check against the casters attack roll in an effort to take control of the magical effect. If an ally allows you to take control, there will be no rolls necessary. If you win the contest you can manipulate the magic in whatever way you see fit.

Magical Creation (SPELL):

You have the ability to create any type of magical effect using any type of element you prefer. You can cast orbs, beams, spheres, or walls.

Arcane Appendage (SPELL):

You gain the ability to create an appendage you see in your mind using your Arcane prowess. This appendage can move or carry objects up to 5lbs. This weight restriction can be increased with additional Essence. The appendage can be attacked and has a Warding of 1 and an HP of 1. This appendage also has the ability to attack another creature using your stats, but once the attack is made the appendage dissipates.

Necro Orb(SPELL):

You gain the ability to project an orb of necrotic spellcasting. You can target one creature with an orb. If you are unable to break the Warding of the target creature, you can target an additional creature that is within 10 feet of the original target. This does 1 damage.

Necro Orb (SPELL):

You gain the ability to project an orb of necrotic spellcasting. You can target one creature with an orb. If you are unable to break the Warding of the target creature, you can target an additional creature that is within 10 feet of the original target. This does 1 damage.

Conjure Undead (SPELL):

You gain the ability to conjure one undead creature. This creature uses your Essence to perform actions. When the creature is conjured it has a Warding of 15 and an HP on 1. When HP is reduced to 0 the conjured creature is destroyed. You can conjure this creature in any unoccupied space that you can see. You have the ability to use any additional Essence to conjure multiple undead creatures at once.

Haste Casting (SPELL):

You manifest the ability to fire two orbs of elemental damage. The orbs can target the same creature or two individual creatures. You must roll for an attack for each orb that is cast. This does 1 damage.

Mothers Gift (SPELL):

You gain the ability to manifest the fury of nature. You target one creature and cast a beam of nature's spirit. This does 1 damage.

Astral Strike (SPELL):

You have the ability to project an astral beast to attack one foe. When you target a creature, an astral beast moves from your location to the targeted creature very quickly and strikes. Once the attack finishes the beast disappears. This does 1 damage.

Elemental Obelisk (SPELL):

You have the ability to create a 5 foot square, 10 foot tall elemental obelisk 20 feet away from you. If a creature is within the target area, they must make a FRT Resistance Check. On a successful save they move to an

SPELLCASTING - DIRECT

adjacent unoccupied space. On a failure they take damage to Warding. If this is an earth obelisk, the creature will be raised in the air with the Obelisk.

VMP 0.2

SPELLCASTING - AOE

Sacred Ground (*SPELL*):

You gain the ability to bless the ground within 30 feet of you. When you do this, all willing creatures are put to ease. Any creature that resists this effect must make a JDG Resistance Check against your spellcasting attack. On a success nothing happens. On a failure the creature becomes Disoriented.

Acid Cloud (*SPELL*):

You harness the ability to project a sphere of acidic fumes. This cloud has a 10 foot radius. Any creature that is caught within the cloud when it appears must make a FRT Resistance check. On a failed save the creature takes 1 damage to HP. Any creature that enters the cloud or is knocked into the cloud takes 1 damage.

Wall of Flame (*SPELL*):

You have the ability to create a wall of flame, 10 feet tall and 20 feet long. Any creature that ends their turn in the flames or gets knocked into the flames takes fire damage against their Warding. If this breaks their Warding, it does 1 damage.

Ring of Fire (*SPELL*):

You have the ability to create a circle of fire around yourself 10 away from you. Any creature that is in an occupied space where the circle will appear will need to make a FRT Resistance Check. On a failure they are pushed between you and the fire, on a success they are pushed outside of the ring. If a creature ends their turn in the fire or is knocked into the fire takes Warding damage. This does 1 damage to HP

CROWD CONTROL

Frontline Fury (CC):

You gain the ability to swap places with one ally that is currently being attacked. You take the damage as opposed to your ally.

Intimidating Presence (CC):

You intimidate an enemy that can hear you by berating them with insults. Make an attack roll with your spellcasting focus. The target must make a JDG Resistance Check. On a failure it does 1 damage.

Exclusive Sacrament (CC):

You gain the ability to Enchant hostile forces around you. In a 30 foot sphere around you, you glow with radiance, provoking hostile creatures to flee from you. All creatures within this sphere must make a JDG Resistance Check. On a success they are not Enchanted, but on a Failure the creatures are Enchanted and must use all Essence available to move away from you.

Divine Conviction (CC):

You attempt to convert an enemy to the side of your deity. The targeted creature must make a JDG Resistance Check. On a failed save the creature devote their life to your cause, attacking the nearest creature you deem an enemy. On a success the target creature is unaffected. The effect ends when the creature is knocked unconscious.

Spiritual Anointment (CC):

You gain the ability to anoint anyone you can see. When you anoint an ally, they gain an additional Essence. When you anoint an enemy, they must make a JDG Resistance Check. On a failure, the target is reduced to 1 Essence

Divine Grasp (CC):

You are able to channel your divinity to protect yourself and other creatures by restraining a creature you can see. The target creature must make a JDG Resistance Check. If the target succeeds, they resist restraint. On a failure, they are restrained and must use all available essence to break the restraint by successfully completing a JDG Resistance Check.

Entrap (CC):

Whenever you attack a creature, they must make a FRT Resistance Check. On a failure their movement speed is reduced to 0. This effect lasts for one round. The target creature has the opportunity to use all Essence to roll a successful save.

Disorienting Cloud (CC):

You target a location that releases noxious fumes in a 10 foot sphere that disorients everyone inside. Any creature within the sphere must make a FRT Resistance Check. On a failure they suffer from the Disoriented condition. On a success they are not affected by the fumes.

Dominate Undead (CC):

You attempt to convert an undead creature to your cause. In order to do this, you must make a spellcasting attack roll while the target creature performs a JDG Resistance Check. On a failed save the creature becomes loyal to you.

Malediction (CC):

You attempt to curse a creature. The creature must perform a JDG Resistance Check against the attack. On a failure the creature is cursed. Any creature using a Mastery

CROWD CONTROL

Option that requires a Resistance Check is immediately granted Favor against the cursed target.

Disorienting
Poisoning
Enchanting

Disarm (CC):

You attempt to disarm a creature. The target must make a FRT Resistance Check. On a failure, the weapon or spellcasting focus is knocked from the creature's hands to an unoccupied space 10 feet away.

Vex (CC):

You gain the ability to target one creature, causing them to relive a traumatic event from their past. The creature must make a JDG Resistance Check. On a failure the creature's Essence is reduced to 0 and they drop everything they are holding. On a success they relive the trauma, but are physically unaffected by it.

Disperse Magic (CC):

You gain the ability to target a magical effect and attempt to disperse the effect. To accomplish this, you must make a JDG Resistance Check against the effect. On a success the magical effect dissipates.

Bestial Choas (CC):

You have the ability to manifest an astral beast to attack a foe or perform other tasks. The beast will have your statistics while present. In order to maintain the creature, you must expend additional Essence to do so. You must explain to the beast the task you want it to complete and make appropriate rolls. If it attacks it does 1 damage.

Undergrowth (CC):

You cause undergrowth to grow in a targeted area with a radius of 10 feet. Any creature caught within will need to make a FRT Resistance Check. On a failure any creature caught within the undergrowth will have their movement speed reduced to 0. On a success their movement speed is halved while in the undergrowth.

Provocation (CC):

When you provoke a target, all Expertise Checks the target makes is a contest against your JDG Resistance Check. Additionally, if a provoked creature attacks an ally, they make a contest against your FRT Resistance Check. On a failure, the expertise check or attack does nothing, while on a success the check or attack goes through as normal.

Circle of Spores (CC):

You create a circle of spores that has one of the following effects. Any creatures that want to resist the effects of the spores must make a JDG Resistance Check.
Healing

Spirit Bomb (CC):

You harness your Spirituality into a projectile, hurling it at an enemy. If the Spirit Bomb breaks a creature's Warding, it does 2 Damage and stops any Essence use on this creature until it's next turn.

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Mundane Analysis (BUFF):

You gain the ability to analyze mundane objects to determine their use or function. You can also recognize if a mundane object is missing a piece and what the piece is used for to operate the object. To do this you must make an Expertise Check.

Analyze Curse (BUFF):

You gain the ability to check if something is cursed. To do this you must make an Expertise Check with Favor.

Sacred Whispers (BUFF):

You gain the ability to detect how many creatures are within a 30 foot sphere, even if they are unable to be seen. To do this, you must see the location you want to target and succeed on a Divinity Expertise Check

Holy Connection (BUFF):

You have the ability to telepathically communicate with your allies. You are able to send and receive messages, but you have to be the first that establishes contact in this way.

Abolish Curse (BUFF):

You gain the ability to remove a curse from an object or a willing creature. To do this, you must make an Expertise Check, describing how you are removing the curse. If you are attempting to remove a curse from an unwilling creature, you must make an Expertise Check against their JDG Resistance Check. On a success, the curse is removed from the creature.

Urban Explorer (BUFF):

You cannot be lost in an urban environment. You know the nearest location of food, water, and other survival necessities.

Seasoned Scout (BUFF):

While exploring the wild, you can venture further than your party to see what terrain lies ahead. On a successful Exploration Expertise Check, you lower the Essence needed for your party to move through terrain.
Easy Terrain - No Essence
Moderate Terrain - 1 Essence
Difficult Terrain - 2 Essence

Wild Explorer (BUFF):

You cannot be lost in the wild. You know the nearest

location of food, water, and other survival necessities.

Speak with Beasts (BUFF):

You gain the ability to speak with animals

Arcane Analysis (BUFF):

You gain the ability to study an item that is magically imbued. You can make an Expertise Check to determine what the item is, how it is used, or what is needed to replicate the effects.

Speak with Undead (BUFF):

You gain the ability to communicate with creatures that are undead.

Lesser Enchantment (BUFF):

You gain the ability to enchant 1 creature that you can see. The target must make a JDG Resistance Check. On a failure, they see you and your allies as friendly creatures. The enchanted creature has the same disposition prior to the enchantment, meaning it will not harm a creature it finds friendly, or will not necessarily tell a secret or a truth about a specific thing. You can use an Expertise Check with Favor

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to convenience the target to accomplish a goal.

Thaumataction (*BUFF*):

You gain the ability to alter aspects of yourself instantaneously, such as causing your voice to boom or echo, changing your hair color or eye color, removing or adding features such as horns, wings, etc. You also gain the ability to influence sensory effects like creating a specific odor, causing wind to blow out candles, making the ground or floor feel like it is shifting or tilting, or auditory effects. A creature can discern if these effects are natural with a successful JDG Resistance Check.

Vegetative Expression (*BUFF*):

You gain the ability to communicate with vegetation.

Astral Embodiment (*BUFF*):

You gain the ability to summon your astral beast to accompany you until it is dismissed or attacked. While your astral beast is present, you can project your mind into the beast, using all sense to your advantage.

Arcane Insight (*BUFF*):

You gain the ability to determine if something is magically influenced. To do this, you must make an Expertise Check with Favor.

Lesser Illusion (*BUFF*):

You gain the ability to create a lesser illusion in a 5 foot cube. This illusion can be either seen or have another sensory effect. You can use Essence to increase its complexity. This illusion is unable to move, talk, or perform any basic functions. A successful JDG Resistance Check will allow someone to see through the illusion.

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THE THREE PILLARS

INTRODUCTION TO THE THREE PILLARS

There are three primary Pillars of Play that a play session may weave between. The Three Pillars are Combat Encounters, Exploration Encounters, and Social Encounters. Each of the Pillars will be expanded upon in greater detail, giving examples of how the core mechanics are incorporated into each Pillar. Additionally, base fundamentals will be expanded upon to give a more clear picture as to how everything interacts with one another. The intent behind how the core mechanics weave into the Pillars of play are designed to create a seamless transition from Combat to Exploration, to Social and back to Exploration. Allowing players to have a more immersive experience overall.

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THE COMBAT PILLAR

Outlined below is The Combat Pillar. Combat, like the remaining Pillars, will be very player involved and have very specific ways all the mechanics will interact. The Oracle will maintain control of all enemy creatures that you will come into contact with, unless a Mastery Option or another feature allows the players to take control of an enemy. You will maintain control of your character through the various Combat Encounters that happen, along with any Mastery Options that allow you to have a summon, beast, or companions to accompany you. Lastly, these rules are outlined to give the best experience possible for everyone involved, The Oracle included. If a rule doesn't work for your group or a tweak needs to be made to allow everyone to enjoy Combat, please feel free to work with everyone involved to create the best experience for all participants.

EQUIPPED WEAPONS

As you adventure or explore, you will have the ability to have two items equipped, one in each hand. This could be a weapon in one hand, a weapon in both hands, a weapon and a spellcasting focus, a spellcasting focus and an item, or a weapon and an item. In order to cast spells or to attack you must have a weapon or spellcasting focus in one of your hands. If you are disarmed, or if you disarm another creature, they must retrieve the weapon, use an improvised weapon, or attack with an unarmed strike.

READIED ITEMS

In addition to what is currently equipped to your character, you will also have access to one Readied Item. This item could be a weapon, item, or spellcasting focus. The purpose of having a readied item is an effort to eliminate the use of additional Essence needed to search for an item that would be within reach during Combat or Exploration.

ALACRITY IN COMBAT

Alacrity is outlined in the Core Mechanics section as the order in which characters will interact with the environment, engage in social encounters, and the turn order for combat. The Alacrity order will be determined at the start of each session, with the option for players to reroll during a Repose. When an enemy appears during Exploration, they will be slotted into Alacrity order based on which party is surprised.

DETERMINING SURPRISE

In order to determine which party is surprised, the adventuring party must make an Expertise Check against a creature's JDG Resistance Check. The winner of the contest determines who will go first during combat. If the adventuring party gets the drop on an enemy, they will have the ability to respond before the enemy is slotted into Alacrity Order. If an enemy gets the drop on the adventuring party, they will have the ability to respond before the player's turn in Alacrity starts.

LINE OF SIGHT

When performing a ranged attack you must establish a line of sight to a target enemy. This applies to ranged weapons, ranged spells, or Mastery Options that allow ranged attacks. Ranged attacks have no limit to distance in relation to your position, but a line of sight must be maintained to continue to attack an enemy. Anything that breaks line of sight will stop a ranged attack. This could be environmental objects, Mastery Options, or specialty equipment.

MELEE COMBAT

All players will have access to martial weapons for combat. Each player will be allowed to attack with melee weapons and improvised weapons, as long as you have the Essence to do so. On your turn, in Alacrity, you will determine what actions you want to perform and the amount of Essence required to do so. In order to make a Melee attack you must roll a d20 and add your VGR Ability Modifier to the roll. If you are rolling with Favor, you must roll a d20 and the Favor die associated with your current VGR modifier and add the results together. When you are making a

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melee attack, you must be within range of the melee weapon to perform an attack. If you are not within melee range you will be unable to attack with a melee weapon and must expend Essence for movement to close the gap. When all players and enemies have completed their turns and the Alacrity order is reset, all Essence will be reset to the original value. Please see below for a breakdown of Melee Combat.

-Melee Attack

1d20 + VGR Ability Modifier = Hit Value

-Melee Attack with Favor

1d20 + Favor die for VGR Ability Modifier = Hit Value

RANGED COMBAT

Each Player will be allowed to perform a ranged attack if they have a ranged weapon currently equipped. Additionally, you must have the Essence required to perform the attack. On your turn, in Alacrity, you will determine what actions you want to perform and the amount of Essence required to do so. In order to make a Ranged attack you must roll a d20 and add your VGR Ability Modifier to the roll. If you are rolling with Favor, you must roll a d20 and the Favor die associated with your current VGR modifier and add the results together. When you target a creature with a ranged attack, either with a bow or a ranged spell, you must have a clear line of sight on the target. If a clear line of sight is not established, you must position yourself favorably to have a clear line of sight. When all players and enemies have completed their turns, and the Alacrity order is reset, all Essence will be reset to their original value. Please see below for a breakdown of Ranged Combat.

-Ranged Attack

1d20 + VGR Ability Modifier = Hit Value

-Ranged Attack with Favor

1d20 + Favor die for VGR Ability Modifier = Hit Value

SPELLCASTING

All players will have access to some Spellcasting options, in the form of Mastery Options. These options can be performed during their Alacrity order in combat, or during Social or Exploration as needed. Each Spell will require Essence in order to use, but can be Augmented as needed by using additional Essence. In order to make a Spellcasting attack, you must roll a d20 and add your JDG Ability Modifier to the roll. If you are rolling with Favor, you must roll a d20 and the Favor die associated with your current JDG modifier and add the results together. When you target a creature with a ranged Spell, you must have a clear line of sight on the target, unless the Mastery Option notates otherwise. If a clear line of sight is not established, or the Mastery Option notates otherwise, you must position yourself favorably to have a clear line of sight. When all players and enemies have completed their turns, and the Alacrity order is reset, all Essence will be reset to their original value. Please see below for a breakdown of Spellcasting Attacks.

-Spellcasting Attack

1d20 + JDG Ability Modifier = Hit Value

-Spellcasting Attack with Favor

1d20 + Favor die for JDG Ability Modifier = Hit Value

SPELLCASTING FOCUS

In order to perform Spellcasting attacks, you must have access to a Spellcasting Focus. Spells and various Mastery Option abilities are pulled from The Veil, but you must have a Focus that allows you to concentrate this raw magical force and manipulate it. A Spellcasting Focus can be anything that you personally would like to use as the Focus. This could be an amulet, a crystal, a totem, a weapon, a musical instrument, or even a potion that you brew. Anything could be considered a Spellcasting Focus. Please feel free to work with the other players along with The Oracle to determine what would be the perfect Spellcasting Focus for your character.

SPELLCASTING EFFECTS

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There will be very specific Spellcasting Effects that will be noted on each Mastery Option. These effects are limited in their capacity unless you augment the Mastery Option to make it larger or possibly do more damage. If a Mastery Option does not specifically outline what Spellcasting Effect is associated with it, you will have the option to pull from the list below.

-Orb

This magical effect manifests in your palm. You have the ability to throw this effect or launch it at an enemy. This has the ability to hit a single target.

-Beam

This magical effect trails from your Spellcasting Focus to an enemy. This has the ability to hit all creatures that are in line with the targeted area.

-Sphere

This magical effect can be cast at a point that can be seen to create a predetermined sphere that will encompass any enemy that is standing within the radius of the effect. Any creature standing within the area of effect when it appears or gets knocked into that affected area must make a Resistance Check to avoid taking damage. This effect can be manipulated by the caster and moved around the battlefield by Focusing on the effect.

-Wall

This magical effect can be cast at a point that can be seen to create a predetermined wall of effects. Any creature standing inside the wall when it appears or gets knocked into the wall must make a Resistance Check to avoid taking damage. This effect can be manipulated by the caster and moved around the battlefield by Focusing on the effect.

-Obelisk

This magical effect can be cast at a point that can be seen to create a predetermined obelisk that rises from the ground. Any creature standing where the obelisk will rise or knocked into the obelisk after it has risen must make a Resistance Check to avoid taking damage. If an Obelisk is composed of natural material such as stone, creatures will not take damage and will

instead rise with the Obelisk. This type of Obelisk can also be used as cover or to break lines of sight. You can maintain the presence of the Obelisk by Focusing on the effect.

-Target

Some magical effects are not seen, but target specific creatures. Any creature that is affected by a Targeted spell must make a Resistance Check to avoid potentially taking damage. This effect can be manipulated by the caster by Focusing on the effect.

WARDING IN COMBAT

During combat, when a creature is attacked, their Warding is reduced by the rolled value. Once the Warding of a creature is reduced to 0, the creature takes damage to HP. Some Mastery Options or Magic Items may note that a specific effect bypasses Warding and does damage directly to HP. This is only the case in rare circumstances where a Mastery Option or Magic Item allows this.

HP IN COMBAT

When a creature's Warding is broken and takes damage directly to HP, the total HP value for the creature is reduced by the total. Once the total HP value is reduced to 0, a player character will enter into the Dying phase. If an enemy's HP is reduced to 0, it will be killed outright, unless the creature has multiple phases or multiple areas that take damage.

VALOR IN COMBAT

While in combat, players can continue to use Valor as needed. This will require an Essence to consume and reduce the Valor Pool by the total Valor expended. Additionally, some Mastery Options will allow you to tap into the Valor Pool. When using a Mastery Option to tap into the Valor Pool, additional Essence will not be required to consume Valor.

ESSENCE IN COMBAT

Once combat is established and the Surprise Round is played out, each character will have

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access to the total value of Essence that they have. Essence can be used on a player's turn in Alacrity, or as Reactions. You have the option to use as much or as little Essence as you would like during your turn or on a Reaction. Once all the player and enemy turns have played out, Essence will be reset for everyone, enemies included. Please note that enemies have access to the same basic actions as Players, and their own set of Mastery Options.

MASTERY OPTIONS IN COMBAT

During Combat you will have the ability to use as many Mastery Options as you would like during your turn in Alacrity. You have the option to combine Mastery Options as you see fit to create new and interesting effects. Additionally, you can use Essence to Augment Mastery Options as you see fit.

REACTIONS IN COMBAT

You will have access to perform various Reactions in combat. You can use a Basic Action to react to someone that approaches you or moves within your range, or you can use specific Mastery Options that allow for reactions. When you choose to use a reaction, you must expend one Essence to perform the reaction, Augmenting the reaction as much as you would like up to the total amount of Essence that you have access to. If a creature uses a Reaction on another creature, the target creature has the option to Evade, but this will use an additional Essence to perform.

RESISTANCE CHECKS IN COMBAT

During combat, when certain Mastery Options or Basic Actions are performed, you may be required to perform a Resistance Check. When you perform a Resistance Check, it does not consume an Essence. Each Mastery Option will outline when a Resistance Check needs to be performed and what the outcome will be depending on the results of the Resistance Check.

EXPERTISE IN COMBAT

While engaging in combat, you will have the ability to perform Expertise Checks. These checks will require an Essence to perform, but may provide very valuable information about the enemies you are encountering. If a Mastery Option requires you to perform an Expertise to complete, there will only be Essence use for the Mastery Option, but not required for the associated Expertise Check.

ASSISTANCE IN COMBAT

Additionally, you can use Assistance while in combat to assist an ally. When you Assist an ally, this will consume an Essence, but give the ally a greater chance at successfully completing a task or Mastery Option.

AFFLICTIONS

Afflictions are impairments that could negatively affect your character in a multitude of ways. The effects could be triggered by Mastery Options or Magical Items and must be stopped or removed in order to remove the affliction. If you are already subjected to an Affliction, the effect can not be stacked or the duration can not be extended. Please see below for Afflictions:

-Disoriented

While disoriented, you could be blinded, deafened, paralyzed, petrified, or any other variation of disorientation. If you are disoriented or you disorient an enemy, you will have your current Essence reduced to 1. You will be allowed to use your Essence to take any necessary actions to stop the effect from Afflicting you. Once you end the Affliction, you will regain your Essence as normal.

-Malaise

Malaise is any medical affliction that your character is experiencing. If you are malaised, you must administer aid to end the malaise.

-Enchanted

While Enchanted, you must use all available Essence to carry out the request of your

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enchanter. When a command is issued, you must make the appropriate Resistance Check in an attempt to break the Enchantment. If you break the Enchantment, you have access to any remaining Essence that was not expended and you can continue as normal.

-Unconscious

While unconscious, you are unable to use any Essence until you receive assistance from a party member, or another effect allows you to regain consciousness.

-Staggered

When you perform a Crit Failure or Crit Success, the target creature is staggered. Anyone that can attack the staggered creature can do so by consuming 1 Essence.

BOONS IN COMBAT

Boons, as outlined previously, are the primary resource used to advance your character. As a combat encounter concludes, players should receive a minimum of 1 Boon per combat. The Oracle can issue additional Boon's as they see fit based on the threat of the creature or the complexity of the encounter.

MASS COMBAT

During Mass Combat, in an effort to keep things flowing at a quick pace, there will be specific options that the players and The Oracle will have access to. When Mass Combat is initiated, the players must clearly define if they are within one battalion together or each leading different battalions. Once this is established, a Warding for each Battalion needs to be confirmed. To establish the Warding for a battalion, you will need to add the number of individuals, including the player characters, to the battalion total, giving the final Warding value. Once Warding for a battalion is broken, any damage that would traditionally go to HP would eliminate combatants within the battalion. For example, if you have a battalion of 50 individuals, including the player character, and this battalion's Warding is reduced to 0, damage to the battalion will be 5, which will reduce the overall size of the battalion to 45, giving this a new Warding value.

MASS COMBAT ESSENCE & MASTERY OPTIONS

When a player is commanding a battalion, they will issue commands using their Essence. This will allow players to continue to use the already established systems they are familiar with to do large scale combat. Additionally, they will have access to specific options while commanding a battalion in an effort to inflict the most damage to the enemy as possible. There may be specific Mastery Options that players can acquire that will allow them to have more diverse options while commanding a battalion.

MOUNTED COMBAT

While traveling from one place to another, the party may decide to use horses or other vehicles to progress at a faster rate. While mounted, there may be combat encounters that occur. When this happens, the players have the option to remain mounted, perform vehicle combat, or dismount from whatever they are using for travel. If a player decides to remain mounted, they have access to a couple of options that could provide additional benefits. Each vehicle will have its own Warding and HP, allowing it to take a specific amount of damage before it is no longer usable. If the vehicle is a creature, when the creature's HP is reduced to zero, the creature will be killed.

SINGLE PASSENGER COMBAT

If a player decides to remain mounted onto a horse, or another single passenger vehicle during combat, they have the ability to issue commands to the creature or control the vehicle using their Essence. While using a single passenger vehicle, all damage to Warding and HP will be split between the vehicle and the character. For example, if you are traveling on horseback and you are targeted during combat while remaining mounted, the incoming damage of 20 will be split in such a way that the player will take 10 damage to Warding and the vehicle will take 10 damage to Warding. The specific vehicle may provide additional benefits, such as increased movement speed. Additionally,

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specific Mastery Options can be acquired that grant increased benefits while using single passenger vehicles.

MULTI PASSENGER COMBAT

There may be situations where the party will find themselves in one vehicle, traveling from one location to another. This could be a carriage, a ship, or another large vehicle. While traveling in this manner, characters will have options to access specific parts of the vehicle in very interesting ways, in an attempt to gain the most benefits while remaining mounted. On larger vehicles, players will continue to have access to all of their Mastery Options and Expertise, which can be used during combat to help stabilize the vehicle. During their turn in Alacrity, players have the option to use Mastery Options, or access parts of the vehicle, using Essence to perform the required task. For example, while on a large ship, a player may decide to access a cannon that is located on the ship to fire a cannonball at an attacking ship. When all players are mounted onto one vehicle, the vehicle will have its own turn in Alacrity, with access to one Essence, where the players decide what the vehicle will do. For Example, the players may decide to move around the attacking vehicle, drop an anchor while on a ship, or to fire on the attacking vehicle.

MULTI PASSENGER COMBAT COMPLICATIONS

While engaged in combat on a multi passenger vehicle, The Oracle may present complications when the Warding of the vehicle drops to specific thresholds. For example, if the Warding of a ship drops to a specific level, there may be a hole ripped into the ship, or the sails of the ship may be ripped and slow or stop movement.

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THE EXPLORATION PILLAR

The Exploration Pillar is the backbone of the entire experience. When moving from location to location you will be exploring. When diving into a dungeon or an abandoned house you are exploring. When setting the seas for undiscovered treasure you are exploring. The Exploration Pillar is the glue that holds an entire session, or campaign together. During Exploration we encourage collaborative storytelling from not only The Oracle, but also from the players. When moving from area to area or room to room, players have the ability to detail just as much information about the world as The Oracle. By doing this, it will create a more shared experience for everyone involved. Lastly, these rules are outlined to give the best experience possible for everyone involved, The Oracle included. If a rule doesn't work for your group or a tweak needs to be made to allow everyone to enjoy Exploration, please feel free to work with everyone involved to create the best experience for all participants.

EXPLORATION CHECKS

Exploration Checks are solely used for The Oracle as a contest roll against a player's Expertise Checks while exploring. This allows the winner of the contest to determine what is seen, heard, sensed, etc. For example, when a player walks into a new room in a dungeon, the player may want to make an Investigation Expertise Check to determine what is in the room. The Oracle has the opportunity to make an Exploration Check on their side. If the player wins this contest, they have the ability to tell everyone what they see in as much detail as they would like. If a player is not interested in performing an Expertise Check, The Oracle can highlight what is in the room as normal. For The Oracle to determine the complexity of the environment, a d6 roll is needed or a difficulty modifier needs to be assigned. This will serve as the modifier used when rolls are needed. If a player rolls with Favor, The Oracle must use the Favor die associated with the difficulty modifier. If allies Assist the player attempting to explore, The Oracle must multiply the Favor die associated with the difficulty modifier.

Difficulty Modifier	Difficulty	Favor Die
+1	Very Easy	d4
+2	Easy	d6
+3	Moderate	d8
+4	Difficult	d10
+5	Hard	d12
+6	Very Hard	d12+d4

VISION & DARKNESS

While exploring you will be subjected to various areas where your vision is limited or possibly removed completely. Unless noted otherwise, all characters will have limited vision in darkness. While in darkness, characters can see up to 5 feet unless they are assisted by the means outlined below. As you progress, you must expend Essence to maintain a light source. One player alone does not need to expend all Essence to maintain the light source. Multiple players have the ability to contribute Essence to keep the light source going. If a light source is not maintained after a full Alacrity order, the light source will go out and will require an Essence to reignite the light source.

-No Light Source

-No Essence

Can see up to 5 feet in darkness

-Torch Light

-3 Essence

Increases vision in darkness up to 30 feet

-Lantern Light

-2 Essence

Increases vision in darkness up to 40 feet

-Bullseye Lantern Light

-1 Essence

Increases vision in darkness up to 60 feet

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FAVOR IN DARKNESS

When you are in complete darkness you will be unable to make any Expertise Checks with Favor. Additionally, you will be unable to make any attacks or Resistance Checks with Favor.

TRAPS

Some areas you explore may be riddled with various traps or mechanisms designed to deter unwanted trespassers. These traps may be hidden and require specific things to trigger, whereas some traps may be blatant and easily avoidable. To determine if a trap is present you must use an Expertise Check specifically looking for traps. On a success you determine that a trap is present. Depending on how well you succeed will determine how much information about the trap is discovered. Once a trap is discovered, you have the option to disarm the trap. To disarm the trap you must use an Expertise Check in an attempt to disarm. This will be a contest roll against The Oracle. Depending on the complexity of the trap, there may be multiple contest rolls needed to fully disarm the trap. If a trap is triggered, players have the option to avoid the effects of the trap by performing a Resistance Check that The Oracle determines based on the nature of the trap. The Oracle will roll a contest roll against the players based on how deadly the trap is. For The Oracle to determine the deadliness of a trap or the complexity of the trap, a d6 roll is needed or a difficulty modifier needs to be assigned. This will serve as how many attempts are needed to disarm a trap and also the modifier used when rolls are needed. If a player rolls with Favor, The Oracle must use the Favor die associated with the difficulty modifier. If allies Assist the player attempting to disarm, The Oracle must multiply the Favor die associated with the difficulty modifier.

Difficulty Modifier	Difficulty	Favor Die
+1	Very Easy	d4
+2	Easy	d6

+3	Moderate	d8
+4	Difficult	d10
+5	Hard	d12
+6	Very Hard	d12+d4

ALACRITY IN EXPLORATION

When the session starts, every player will be required to roll Alacrity to determine the turn order. This will extend to Exploration as well. As you move through various locations you will be required to use the Alacrity order to determine what your character does. Movement and Essence will still apply as normal, but will not be as strict during Exploration as it is during combat.

ESSENCE IN EXPLORATION

Essence in Exploration will have the same function as Essence while in combat. You will have the ability to determine what you do during your turn in Alacrity or as a Reaction to other players actions in an attempt to provide Assistance.

FOLLOW

During your travels you will have the opportunity to follow a leader or follow an individual character. This will allow you to assist the character you are following using Assistance. This aims to take the weight off of individual players as they explore and combine their effort into a group decision on where to move, how to approach obstacles, and explore various environments. Additionally, this also allows players to excuse themselves from the table for a quick bathroom break or drink refill. The leading player can use the character sheet for the player that is following to make Expertise Checks and Essence during their absence. This also comes with drawbacks as well. This could potentially cause traps to affect all parties involved, or an attack could hit multiple allies.

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DELEGATING

When it is your turn in Alacrity, you have the option to delegate your turn to other party members. To do this, you must assign an ally a task. If the party member agrees, they will perform the task required to complete the command.

MASTERY OPTIONS IN EXPLORATION

On your turn in Alacrity, you will continue to have the ability to access Mastery Options. Certain Mastery Options will allow you to excel at Exploration while some could present complications during Exploration.

REACTIONS IN EXPLORATION

You will have the ability to make Reactions while Exploring. When something within the Exploration Area happens, you have the option to make a Reaction to whatever is happening with the required Essence. For Example, if something is falling near you, but not within range to hurt you, you have the ability to perform a Reaction by catching the object, moving something else out of the way, or pushing something under the falling object.

RESISTANCE CHECKS IN EXPLORATION

In certain situations during Exploration, you will have to perform Resistance Checks. This primarily happens when a trap or other Environmental effect is triggered. When a Resistance Check is needed, The Oracle will ask the affected players to roll, and explain what will happen on a failure and a success. After The Oracle explains the potential outcomes, the players have the ability to provide what happens to their character based on the outcome of their Resistance Checks. The Oracle may provide additional comments as to what happens to the characters or the Environment based on feedback from the players.

EXPERTISE CHECKS IN EXPLORATION

As outlined previously, Expertise Checks are primarily requested by the players. While exploring various locations, players have the opportunity to perform Expertise Checks as an effort to gain more information about the area they are exploring. When an Expertise Check is performed, The Oracle has the option to perform an Exploration Check against the players to determine what information is gathered by the players or to allow the players an opportunity to collaboratively build the exploration area out. When a player requests an Expertise Check, they must explain what they are checking for and what Expertise they are using for the check. Additionally, a player can make an observation check by using an Expertise Check and stating they are inquiring about the general area around them.

BOONS IN EXPLORATION

Boons should be awarded during Exploration in various ways. They can be placed in chests that are hidden within secret passageways, or they can be found after successfully disarming a dangerous trap. Exploration should always award players with Boons on a fair and consistent basis.

TYPES OF EXPLORATION

There are two primary types of Exploration that will be focused on, Location Based Exploration and Overworld Exploration. Location Based Exploration will be defined as Exploration that takes place in a concentrated area. This could be anything from a single building or dungeon, an entire town or city, or an area of an unexplored location. Overworld Exploration will be defined as Exploration that takes place over a vast area such as a segmented continent, an entire continent, an entire planet, or an entire plane of existence. Both types of Exploration function similarly, but there are significant differences between the two. Much like how Combat and Exploration are designed so that players can flow into and out of one another,

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Location Based Exploration and Overworld Exploration are designed with the same principles in mind.

LOCATION BASED EXPLORATION

Location Based Exploration is a specified area that the players will be Exploring. These areas tend to be much smaller in comparison to Overworld Exploration, but there are plenty of threats, treasure, and artifacts to uncover. During Location Based Exploration players will assume the Alacrity order and have the ability to move around and interact with the world at will. This will allow players to engage in combat, speak with NPCs, or solve puzzles as freely as they would like. Essence will be consumed in the same manner as combat and rolls will determine the outcome of events. This is the most basic form of Exploration.

LOCATION BASED TABLES

Outlined below are Location Based Tables that will help players and The Oracle when making Expertise checks within specific environments. The tables are designed to be rolled or as a source of inspiration when designing location based exploration areas. These tables do not highlight everything that can be found within each specific location, but are merely a tool that players or The Oracle can use to help streamline the process during gameplay. When an Expertise Check is performed, an Exploration Check can also be performed to determine who highlights what is within each area that is explored.

House Interior	
Bedroom	
1	Bed
2	Dresser
3	Painting
4	Desk

5	Armoire
6	Footlocker

House Interior	
Kitchen	
1	Bowl of Fruit
2	Utensils
3	Ice Box
4	Table
5	Spice Rack
6	Cabinet

House Interior	
Common Area	
1	Bench
2	End Table
3	Desk
4	Coffee Table
5	Painting
6	Bookshelf

Building Interior	
1	Scattered Paperwork
2	Random Books
3	Bookshelf
4	Bed
5	Dresser

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6	Cabinet
7	Workbench
8	Glass Bottles
9	Brewing Supplies
10	Desk
11	Painting
12	Crystal Ball
13	Telescope
14	Armoire
15	Chest
16	Paperweight
17	Hourglass
18	Vial of Liquid
19	Gemstone
20	Glowing Crystals

Caves or Dungeons	
1	Trash
2	Fungus
3	Crates
4	Debris
5	Barrels
6	Chest
7	Crystals
8	Runes
9	Campsite
10	Cave Paintings

11	Fossilized Remains
12	Statues
13	Underground Lake
14	Alter
15	Natural Formations
16	Hidden Town
17	Crypt
18	Buried Building
19	Creature Lair
20	Treasure

OVERWORLD EXPLORATION

Overworld Exploration happens on a much more grand scale than Location Based Exploration. Due to the large nature of this type of Exploration, there will be several mechanics introduced to allow the players a much more streamlined version of Exploration to compensate for the size of the area that will be explored.

OVERWORLD EXPLORATION - MAP

The Overworld map or area that the players are exploring should have a grid or a hex pattern printed on it to gain the most out of the Overworld Exploration experience. If the desired map does not have a grid or hex, please feel free to improvise the mechanics to traverse and explore the world. Additionally, this could be simplified to a much further extent and allow the party to perform movement and checks as needed. How any group decides to explore the world is completely in their hands, and the Overworld Exploration mechanics outlined below are merely a suggestion as to how this can work using the systems that have been detailed.

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OVERWORLD EXPLORATION - ESSENCE

Each character will use their Essence as a means to traverse the Environment during Overworld Exploration. When a new character is created, the character will have access to a total of 3 Essence. While performing Overworld Exploration each new location that the party enters will require a certain level of Essence to proceed. Each player must expend the Essence required to pass through the area to make it to the adjacent area. Additionally, players have the ability to Explore the area they are entering by rolling Expertise Checks. This will also consume additional Essence to perform. When an Expertise Check is performed for an area, The Oracle may do an Exploration Check against the party. The winner of this contest will determine what is in the area. This could be as simple as a wooded grove, or as complex as a building, town, or entrance into a dungeon. If the party does not have enough Essence to traverse the entire area, they have the option to perform a Limited or Extended Repose. During a Limited Repose, players regain all Overworld Essence and have the ability to continue exploring. Overworld Essence is tracked separately from Combat, Social, and Location Based Exploration Essence. Please see below for the breakdown of how much Essence is required to travel through various types of Terrain.

Essence Required	Terrain Difficulty
1 Essence	Easy Terrain
2 Essence	Moderate Terrain
3 Essence	Difficult Terrain

OVERWORLD EXPLORATION - EXPERTISE

As you move into an unexplored area you have the option to perform Expertise Checks. The Oracle also has the option to perform

Exploration Checks as well. If an Expertise Check and Exploration Check happen in the same area, the winner of the contest determines what is in the area. Additionally, players are not required to perform Expertise Checks when entering into a new area. If the party is running low on resources or they are trying to get to a location as quickly as possible, they have the option to bypass this. If this happens, The Oracle can continue to roll Exploration Checks to determine what is within the area. After there is a determination as to what is within an area, the party will transition from Overworld Exploration into Location Based Exploration. For example, if a house or tower is discovered within an area, the focus shifts from the Overworld view into the location of the discovered area. When this transition happens, the players have access to their full pool of Essence to continue to Explore as they see fit in Alacrity order. Additionally, the winner of the contest gains the advantage on any creatures that may be in the area. These creatures could be hostile or friendly, but the winner of the contest roll determines who has the upper hand if an altercation or engagement happens. Lastly, if the party attempts to take a Limited or Extended Repose in an area that has not been explored by making Expertise Checks, the Repose could be interrupted by any creatures that are within that area.

OVERWORLD EXPLORATION - MASTERY OPTIONS

You may have access to certain Mastery Options that will allow you to traverse the world much easier or give you a glimpse into what is in a specific area or an upcoming area. These Mastery Options will be performed much like Location Based Exploration, players have the option to perform the Mastery Option and will be required to expend Essence to perform this.

OVERWORLD EXPLORATION TABLE

Outlined below is a table that provides some insight into what may be within each tile as it is explored. This table is not a definitive list of

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what may be within a specific tile, but merely a list of possibilities that players or The Oracle can access. This is included as a quick reference when attempting to discern what may be within a tile.

Overworld Exploration Locations	
1	Statue
2	Tower
3	House
4	Maze
5	Mine Entrance
6	Heavy Woods
7	Ruins
8	Abandoned Town
9	Pond
10	Grassland
11	Tavern/Inn
12	Well
13	Campsite
14	Temple
15	Observatory
16	Graveyard
17	Ziggurat
18	Cave Entrance
19	Lake
20	Monolith

OVERWORLD EXPLORATION - FAST TRAVEL

While observing the Overworld map, you may notice there are roads, or major travel routes notated on the map. These are intended to be used as Fast Travel points, moving from one area to another. If a town, city, or area does not have a road or major travel route, the party could speak with someone in game to fund the building of a road or travel route between two areas to function as a Fast Travel.

THE TRAVELING DAY

While traveling during Overworld Exploration, time should continue to flow as it normally would. This should create a more dynamic experience as each day should be somewhat different from the previous day. As each Essence is used to traverse, there will be an exchange rate of 1 Essence = 2 Hours. With this, you can cross 3 Easy Terrain areas in 6 hours, or 1 Hard Terrain area in 6 hours. This time is also calculated into any Location Based Exploration that happens within a specific area. This allows players to explore, fight, or converse while exploring a specific tile without worrying about extending their day. When players opt for a Repose to reset their Essence, they can choose to continue Exploring, but it may become more dangerous as the sun continues to sink.

SINGLE PASSENGER VEHICLE TRAVEL

During Overworld Exploration, you have the option to use specific vehicles to help improve travel time during the traveling day. This could come with additional setbacks, as vehicles could be destroyed, leaving the party stranded, or could require additional resources to maintain the life of the vehicle.

Essence Required	Terrain Difficulty
1/2 Essence	Easy Terrain

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1 Essence Moderate Terrain

2 Essence Difficult Terrain

MULTI PASSENGER VEHICLE TRAVEL

If the party is traveling on one vehicle during Overworld Exploration, they will only need to expend the Essence of one player, who is navigating the vehicle, to traverse between the tiles. The rate of travel on a Multi Passenger Vehicle will remain the same as normal foot travel.

Essence Required	Terrain Difficulty
1 Essence	Easy Terrain
2 Essence	Moderate Terrain
3 Essence	Difficult Terrain

VEHICLE TRAVEL COMPLICATIONS

The type of terrain that the party is attempting to cross while using a vehicle may provide a very unique set of complications, depending on the type of vehicle and the terrain that will be traveled. For example, if the party is attempting to travel a very rocky area while using a carriage, there may be unexpected breakdowns of the carriage or the party may approach an area that isn't passable due to the type of vehicle that is used.

WEATHER

Something that can be incorporated as The Oracle determines is weather. Weather adds another factor that could contribute to how Overworld Exploration can be performed. If there is heavy rain within a specific area, it could turn an area from Easy Terrain into Moderate Terrain. Additionally, weather could influence other factors as well, such as the appearance of certain creatures, when certain flora blooms, or

uncovering certain unexplored locations. Players have the option to roll on the weather table below to determine what the starting day weather will be and can roll on the table during a Repose.

Weather Table	
Die Roll	Description
1	Natural Disaster
2-3	Flooding
4-5	Heavy Precipitation
6-7	Moderate Precipitation
8-9	Light Precipitation
10-11	Overcast
12-13	Light Wind
14-15	Moderate Wind
16-17	Heavy Winds
18-19	Breezy
20	Ideal Weather

Temperature Table	
Die Roll	Temperature
1	Freezing
2	Cold
3	Chilly
4	Warm
5	Hot
6	Heat Wave

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THE SOCIAL PILLAR

The Social Pillar is perhaps the richest pillar during role play. It allows players to enter into the mindset of their characters and fully immerse themselves in the game world. During the Social Pillar you have the opportunity to create bonds, form rivalries, or engage with Kings or Queens from all across the world. You have the opportunity to put your fully realized character to the test and bring those distinct personality traits that are unique to your character to life. Of all the Pillars, the Social Pillar allows the most freedom when creating a collaborative experience for all players. Players can choose to be as involved in the world around them as they choose, and to engage with anyone they see fit. Lastly, these rules are outlined to give the best experience possible for everyone involved, The Oracle included. If a rule doesn't work for your group or a tweak needs to be made to allow everyone to enjoy Social Interactions, please feel free to work with everyone involved to create the best experience for all participants.

CREATING DIALOGUE

Players will have the opportunity to engage with any NPC they encounter. A game world should be filled with a multitude of NPCs from the richest in all the land, to the poorest of dirt farmers. The more varied and interesting the inhabitants of an area, the more meaningful the engagement should be. As players interact with NPCs there should be a give and take. The more invested and interested a player is, the more invested and interesting an NPC should be. Creating this dialogue between players and NPCs should be the key to incredible Social Encounters.

INITIATING CONVERSATION

Initiating conversation should be a shared experience between players and NPCs. Just as a character is looking for help, an NPC should be looking for someone to help, or someone to scam. As the players move from location to location within an environment, it should be

expected that someone may approach them asking for a favor or requesting help with a difficult task. The world should feel real and creating scenarios that mirror reality is key to creating a more believable game world.

CASUAL CONVERSATION

Many social engagements are started with casual conversation. This allows breathing room between the players and the NPC to establish personality traits and understand social cues that give some insight into the type of individuals that are conversing. This should be the foundation for all Social Engagements. Casual Conversation could be construed as a waste of time for many, but allowing a player and an NPC to exchange a few bits of dialogue can set a precedent for how the remainder of the engagement will play out. If you attempt to have a casual conversation with someone that is very busy, or someone that is in a bad mood, that should be reflected during the casual conversation. This demeanor should continue through the remaining encounter unless something significant happens to sway one party.

DETERMINING TOLERANCE

All players and NPCs will have the ability to determine tolerance. Tolerance is the scale of how tolerant an individual will be when engaging in Social Encounters. Someone with a low tolerance may become frustrated, annoyed, or uninterested after one question, whereas someone with a high tolerance could entertain conversations for hours. The Oracle will determine the tolerance of an NPC using the scale below, or by rolling a d6 to determine the NPC tolerance on the fly. Each Social Engagement will need a Difficulty Modifier assigned for each NPC engaging in the conversation. This will allow a simple conversational engagement to occur, with a clear outline as to when information will no longer be true, valid, or applicable to the individual attempting to gather the information.

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Difficulty Modifier	Tolerance	Favor Die
+1	Very High	d4
+2	High	d6
+3	Moderate	d8
+4	Tolerable	d10
+5	Low	d12
+6	Very Low	d12+d4

DYNAMIC TOLERANCE

As players use Essence during Social Engagements, it may influence how tolerable an NPC currently is. An NPC may start with a +1 Difficulty Modifier on the tolerance scale, but as players fail contest rolls during a Social Engagement, the tolerance for the NPC may change, and the +1 Difficulty Modifier may move to a +2 Difficulty Modifier.

ESSENCE IN SOCIAL ENGAGEMENTS

Essence will gauge how many attempts a player has to gather information or sway an NPC during a social Encounter. Each player will have access to 3 Essence during character creation, and players can use this Essence during Social Engagements just as they can during combat or exploration. When using an Expertise Check, Mastery Option, or Basic Action during a Social Engagement, it will consume the Essence until that Social Engagement has ended. This will allow all players to be as involved in the Social Engagement as they would like.

ALACRITY IN SOCIAL ENGAGEMENTS

Alacrity order will also be maintained through Social Engagements. When a player approaches an NPC or an NPC approaches a player, the Alacrity for that engagement will continue as normal, with the player that is actively engaging with the NPC as the top of the Alacrity order

during that engagement. If a player approaches an NPC, the NPC will go in Alacrity order after all of the players, whereas if an NPC approaches a player, the NPC will go first and then all players will have an opportunity to take their turn.

EXPERTISE CHECKS IN SOCIAL ENGAGEMENTS

While engaging in Social Engagements, you will have the ability to perform Expertise Checks as normal. During the Social Engagement, you have the opportunity to use any Expertise that you would like to perform the check by selecting the Expertise and explaining how the Expertise would help you during the Social Engagement. If the Expertise Check doesn't make sense in the context of the Social Engagement, or possibly makes the NPC feel uncomfortable, it may move the NPC's tolerance level up the scale, while an Expertise Check that is subtle and welcoming could move the NPC's tolerance level down the scale.

SOCIAL CHECKS

When players attempt to use Essence during a Social Engagement there will be Social Checks that need to be completed to determine the outcome. The Oracle will use the Tolerance of the NPC for any rolls needed during Social Checks, whereas the players will use their Expertise and Ability Modifiers for any needed rolls. For example, if a player attempts to use an Influence Expertise Check in an effort to persuade an NPC to do something, the NPC must make a contest roll using the assigned Tolerance. If the player wins the contest, the NPC's Tolerance may move down the scale, or the NPC may be more willing to comply with the players. If the player loses the contest, the NPC may become noticeably annoyed with the player and the NPC Tolerance may move up the scale, becoming less tolerable of the player. For The Oracle to determine the tolerance of the NPC, a d6 roll is needed or a difficulty modifier needs to be assigned. This will serve as the modifier used when rolls are needed. If a player rolls with Favor, The Oracle must use the Favor die associated with the difficulty modifier. If allies

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Assist the player, The Oracle must multiply the Favor die associated with the difficulty modifier.

CALCULATING SOCIAL CHECKS

When a contest roll is made during a Social Engagement, the totals need to be calculated and a winner for that specific contest needs to be determined. Social Engagements could have multiple contests during one interaction, but each contest needs to be tabulated independently, and the party needs to keep track of the total number of party failures and successes, while The Oracle maintains the NPCs failures and successes.

CHARACTER RENOWN

Each character will start at a baseline renown of 10 when creating a new character. Renown will directly contribute to how NPCs and other players will interact with you. If you have a positive Renown, NPCs will naturally be more favorable and more tolerant towards you, whereas if you have negative Renown, NPCs will be more hesitant and less tolerant towards you. Renown will be dynamic and change drastically depending on how successful you are during Social Engagements. After each Social Engagement, you must calculate each success and failure that occurred during the Social Engagement. This could be from making Expertise Checks, using Mastery Options, or Assisting another player. Once successes and failures are calculated, your character Renown will move up or down the scale depending on how well you performed during that Social Engagement. For Example, during a Social Engagement, a player performs 1 Mastery Option, 1 Expertise Check, and 1 Assistance. They succeed on the Mastery Option contest roll, fail on the Expertise Check, and succeed during the Assistance roll, the player's total Renown is increased by 1.

PARTY RENOWN

The adventuring party will also have an overall Renown that each player will contribute to. This

will explain the party's overall reputation within the current area. To calculate the total party renown, you must average the party's total renown. When averaging these values, please round up when there is not a whole number associated with the average. For example, if you have 4 players within a party, and two players have a 10 Renown and two players have an 11 Renown, the average of the party renown is 10.5. Please round this number up to an 11 as the overall Party Renown.

FACTION RENOWN

Faction Renown is calculated a bit differently as Factions normally have commonly known adversaries. When interacting with a specific Faction, you will have an independent Renown rating with that specific Faction that will move up and down the Renown scale based on deeds that are performed for that Faction. As you increase favor with one Faction, the total party Renown for a rival Faction will decrease. If a party member creates a character that is already part of a Faction, the players starting Renown will be 13, but the party may be required to perform certain tasks to be inducted into the Faction.

Renown	
Renown Rating	Disposition
1	Combative
2-4	Dislike
5-7	Cautious/Suspicious
8-12	Neutral
13-15	Acquaintance
16-19	Friend
20	Ally

THE THREE PILLARS

RENOWN INFLUENCE ON TOLERANCE

Renown has a very interesting effect on the Tolerance that an NPC will have towards you. Depending on what your current Renown is, it could directly contribute to how tolerant an NPC is towards you and move the current tolerance level for an NPC up or down the scale. This could make an NPC with a low tolerance have a bit more tolerance towards you, or it could make an NPC with a high tolerance have a bit less tolerance with you. Additionally, depending on exactly who is engaging in a Social Engagement, it could also affect the tolerance of an NPC. If someone that has a very low Renown doesn't participate in the Social Engagement, their Renown will not be factored into the overall Party Renown and could significantly help the party during the Social Engagement. If a player does not participate in a Social Engagement, they will be unable to gain or lose Renown.

MASS SOCIAL ENGAGEMENTS

When a Social Engagement involves more than 1 NPC, this is considered Mass Social Engagements. This could be as small as 2 NPCs or as large as 1000 NPCs. Regardless of volume, the same principles are applied. Tolerance is established for the NPC group, Renown is taken into consideration, and contest rolls are needed to determine the outcome. This should allow players to perform Social Engagements with any size audience and still have the ability to be successful when applicable.

MEDICAL ATTENTION

MEDICINE IN THE WORLD

The world itself will have vastly different ways medicine is studied and practiced. Each culture or region of the world may have specific remedies to cure various ailments, while some may take a more traditional route, using natural remedies to treat a patient. Seeking professionals to assist characters in determining what an ailment is and how to treat it will become increasingly helpful as the characters encounter more dangerous foes or environments within the world. Additionally, characters that devote their lives to learning and studying medicine may provide a massive benefit to an adventure party.

NO TRADITIONAL HEALING

While traditionally there are spells or potions that allow a character to regain HP or cure an ailment, the Veil does not provide access to that type of magic. The Veil allows many creatures to do amazing things, but prolonging life is not something the Veil allows. Since characters will be unable to magically treat wounds or death, a process has been created to allow characters to stabilize another creature until proper medical treatment can be administered.

A THREE STEP PROCESS

During a character's adventures, they will subject their body and overall health to many different environments and threats. Due to this, a three step process has been created to help players determine and treat ailments. This is very important as an unchecked ailment could provide long term damage or death to a character.

1. DETERMINING AILMENTS

If a creature is subjected to a medical or physical ailment, the extent of the ailment will need to be determined. In order to determine the severity of the ailment, a player must perform an Expertise Check, using whatever

Expertise they would like and explaining to The Oracle how they will determine what the ailment is. This will be a contest roll against The Oracle, with a more severe ailment creating a more difficult contest. When the outcome of the contest is determined, The Oracle will provide information to the player that is attempting to determine what the ailment is. The better the player's outcome during the contest roll, more information will be provided in an effort to determine how to proceed.

2. DETERMINING A TREATMENT

Once the ailment is revealed to the players, they have the ability to determine how to treat it. There are several ways to treat the same ailment, but some could be more detrimental to the suffering character than others. To determine how to treat the specific ailment, an additional Expertise Check will need to be performed as a contest roll between the player and The Oracle. The players will need to explain to The Oracle how they will determine a treatment to the ailment. The difficulty for determining a treatment may become easier or harder depending on the outcome of the contest roll when attempting to determine the ailment. Once the outcome of this contest roll is determined, The Oracle will provide information that will allow the players to treat the specific ailment.

3. TREATING THE AILMENT

Lastly, after the players determine how they are going to treat the specific ailment, they have the ability to treat the character. To treat the character, they must explain to The Oracle how they want to treat the character, and perform a final Expertise Check, using any Expertise they would like. This will also be a contest roll against The Oracle, with the difficulty fluctuating based on previous contest rolls and how the players are going to treat the ailment. Once this final contest roll is determined, The Oracle will explain to the players how successful they are at treating the ailment.

MEDICAL ATTENTION

RESOLUTION & STABILIZATION

If the players are not successful with treating the ailment, immediate medical attention may be needed. If the players are successful with determining and treating the ailment, the character may not require further medical attention, and should fully recover after the next Extended Repose. If a mixed result is present, the character may be stabilized, with some detrimental effects until an Extended Repose is performed. For example, if a creature suffers a deep laceration, the responding character may stop the bleeding and prevent further HP loss, but the creature's total HP may be reduced until an Extended Repose is completed.

THE MALAISE AFFLICTION

This specific Affliction covers all medical related conditions. From poisoned, burned, lacerated, frozen, fractured, or dismembered. The three step process will be required for any creature suffering from Malaise, with the effects changing dynamically depending on the type of Malaise and how it is treated. This could include a temporary loss of total HP, movement speed reduced, Ability Scores temporarily reduced, etc. The Oracle will determine the effect of the Malaise and communicate this to the party prior to the three step process. With a best case and worst case outcome.

ESSENCE IN MEDICINE

The three step process is designed with the intention of consuming all Essence from one specific character in order to perform. The character that is administering the three step process will be unable to use additional Mastery Options or other tools at their disposal while performing the process, but allies can continue to assist in various ways. If a character has more than 3 Essence when performing the three step process, additional measures can be taken by that character, such as performing Mastery Options or using tools.

ASSISTANCE IN MEDICINE

Allies will have the ability to assist in any manner they would like while a character is performing the three step process. This can be providing general assistance, using Mastery Options, or using tools or other features.

MASTERY OPTIONS IN MEDICINE

If a character has a Mastery Option that could help during the three step process, the Mastery Option must be performed during the appropriate step, as one Mastery Option will only be applied per step. If multiple characters are assisting with the three step process, only one Mastery Option will be permitted for each step, but additional Assistance can be applied to another creature in an attempt to determine and treat the ailment in a more efficient manner.

RESEARCH & REFERENCE MATERIAL

When entering a new location or area that is not previously explored by the characters, any information gathered by the party can be used when performing the three step process. This material can be used during the three step process to adjust the difficulty scale in favor of the party. For example, if a creature purchases a book referencing poisonous creatures within the area and how to treat the poison, this could bypass the *Determining A Treatment* process from the three step process altogether, allowing the party to promptly move to *Treating The Ailment* process.

MEDICAL ATTENTION

Common Fractures	
1	Wrist
2	Collarbone
3	Hip
4	Ankle
5	Arm
6	Leg

Common Lacerations	
1	Neck
2	Head
3	Chest
4	Abdomen
5	Leg
6	Arm

THE ENEMIES

ENEMIES IN THE WORLD

The World is a very dangerous place with many enemies that will attempt to remove the characters by any means necessary. In the following section, there will be an outline and general rules put in place for The Oracle to run monsters and enemies during combat and social encounters. These can be changed at any moment per The Oracle request, so long as it keeps the integrity of the game intact.

ENEMY ALACRITY

Any enemy that is encountered during Exploration will fall into Alacrity Order as needed depending on the unique variables that are present when the encounter occurs. If a party is ambushed or starts a combat as a party, enemies can be split and placed between the players' Alacrity as needed. If an enemy is encountered during Exploration, the enemy will only be in combat with the characters that can be physically seen. For example, if a player walks into a room alone, there will only be 1v1 combat that occurs. During this time Alacrity is maintained for all players so they have the option to respond to the situation or to continue exploring. The Oracle has the option to place as many enemies between players as they see fit and to also place the enemy types in Alacrity as needed. For Example, The Oracle may decide to place the strongest enemy first, last, or in the middle of Alacrity as needed to suit the narrative of the fight.

ENEMY ESSENCE

Much like characters, enemies will have access to a predetermined amount of Essence per enemy. The Oracle has the option to run each creature based on the allotment of Essence they have, or to pool the Essence of all creatures together and pull from the overall pool as needed, allowing a single creature to take more turns than normal. Pooling Essence together may seem a bit odd, but most creatures have access to the same amount of Essence as the players, which will leave some enemies completely open to attacks with no way to respond.

ENEMY BASIC ACTIONS

Basic Actions can be performed by any creature that has the ability to perform them. For Example, if a creature is naturally in a prone state, they will not have the option to stand.

ENEMY MASTERY OPTIONS

Enemies will have access to certain Mastery Options, much like players, depending on the disposition of the enemy. For Example, an enemy archer may have access to Mastery Options that allow them to excel at ranged combat, but will not have access to Mastery Options that will allow the creature to survive in close range combat.

ENEMY REACTIONS

Many Enemies will have the ability to react to things in very dynamic ways, much like the players. This plays directly into Essence as each Reaction pulls from the Essence pool that a creature has access to. Reactions are presented as a way to emulate a much more realistic way for enemies to address situations.

ENEMY RESISTANCE CHECKS

A Resistance Check allows a targeted creature to Resist the effect by rolling against the creature that initiated the action in a Contest roll. To determine Resistance Checks, a creature must make a d20 roll and use the specified Ability Modifier to determine the outcome of the Resistance Check.

ENEMY FAVOR

Enemies will have the opportunity to use Favor in the same way as the players. When an enemy uses Expertise or attacks a player, they have the ability to add Favor to the die roll depending on the Mastery Options the enemy has access to, or if another creature is providing a benefit to the creature.

THE ENEMIES

Modifier	Associated Die
+1	1d4
+2	1d6
+3	1d8
+4	1d10
+5	1d12

ENEMY CRITICAL SUCCESS

The only way to achieve a Critical Success is by rolling a 20 on a d20. When a 20 is rolled, you will automatically succeed at the task you are attempting to perform. Additionally, if you roll a 20 on an attack roll, you will automatically break the target creature's Warding, dealing damage. The target creature will be unable to make any Resistance Checks against this attack. Furthermore, the creature is also Staggered until your turn ends.

ENEMY CRITICAL FAILURE

The only way to achieve a Critical Failure is by rolling a 1 on a d20. When a 1 is rolled, you will automatically fail at the task you are attempting to perform. Additionally, if you roll a 1 on an attack roll, you will automatically fail the attack roll by targeting yourself instead, breaking your own warding, and dealing damage to yourself. Once this happens, you Stagger yourself until all damage is calculated.

ENEMY DOUBLE CRITICAL SUCCESS

When rolling with Favor, if you roll a 20 on a d20 along with the highest possible roll on the Favor die, you roll a Double Critical Success. When you roll a Double Critical Success you gain one Boon.

ENEMY DOUBLE CRITICAL FAILURE

When rolling with Favor, if you roll a 1 on a d20 along with the lowest possible roll on the Favor die, you roll a Double Critical Failure. When you roll a Double Critical Failure you temporarily lose 1 Essence until you perform an Extended Repose.

CRITICAL CONTEST ROLLS

If an enemy is rolling a Contest Roll against a player and both the enemy and the player roll a critical success, the player immediately wins the contest roll.

ENEMY CONTEST ROLL TIES

If a tie happens during a contest roll, the rule of thumb is to award the success to the players. This applies to any contest rolls from Expertise Checks to Resistance Checks. Additionally, The Oracle will be unable to claim a Critical Success or Critical Failure for any contest rolls that do not apply to an NPC. The Oracle can claim a Critical Success or Critical Failure while in combat or during social encounters.

PRAGMATIC ENEMIES

During Exploration, when players encounter a creature, there should be some logical reason as to why this creature is present within the environment. Perhaps they are native to the region, trying to protect themselves and their territory, or they could be passing through while traveling. Creating situations where enemies are pragmatically there will create a more realistic and interesting world for the players.

ENEMY DISPOSITION

Enemies should have a distinct disposition that determines how they act in the world. This could be aggressive, passive, or scared. The Oracle has the option to determine what an enemies disposition will be, or they can roll on the enemy disposition table below. To roll on the enemy disposition table, roll a d6 and assign the disposition value to the desired enemy.

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Die Roll	Disposition
1-2	Scared
3-4	Passive
5-6	Aggressive

CALCULATING ENEMY ABILITY SCORES

In an effort to streamline the creation of enemies, you can calculate Ability Scores on the fly. Creature Ability Scores are needed primarily for Resistance Checks, but other things may factor into Ability Scores. To calculate Ability Scores for a creature, you will follow the same chart that players have access to. These stats can be rolled or chosen on the fly to best interpret the general real world stats that the desired creature may have. If a creature is a spellcaster, then it would make sense for that creature to have a high JDG, whereas a creature that possesses no spellcasting should have a much lower JDG. The same logic applies to all Ability Scores.

Ability Score	Modifier
3	-4
4-5	-3
6-7	-1
8-9	-1
10-11	0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20	+5

ENEMY DIFFICULTY

There will be no traditional difficulty rating or challenge rating for creatures. This is an effort to allow all creatures to be threatening, as needed, regardless of when they are encountered during a campaign or adventure. This gives The Oracle more freedom to construct more interesting narratives without having to create elaborate reasons as to why specific creatures are buffed or nerfed.

CALCULATING ENEMY WARDING

Creature Warding will determine how difficult an encounter may be. If there are an over abundant amount of creatures in an encounter, their individual Warding may need to be tuned lower to not overwhelm the party. If the party is facing only one enemy, the Warding for this creature may need to be substantially higher so the creature doesn't get obliterated by the party. The following chart will provide a standard metric for how creature Warding should be calculated. The target Warding can be adjusted based on the total number of creatures and how deadly The Oracle wants the encounter to be.

Warding	Difficulty
15	Very Easy
20	Easy
25	Moderate
30	Hard
35+	Very Hard

CALCULATING ENEMY HP

Another knob that can be adjusted to calculate difficulty is enemy HP. This will work in conjunction with Warding, but can be adjusted higher or lower to serve a desired narrative or fantasy that is trying to be achieved. For

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example, an enemy can have a very high Warding, but a very low HP to offset this. The opposite can also be created where Warding is very low but HP is very high. This is to ensure the encounter can still be balanced and rewarding for the party, but still challenging enough to make things fun and interesting. The following chart will outline where HP for a creature can be placed to give the desired challenge.

HP	Difficulty
1-2	Very Easy
3-5	Easy
6-8	Moderate
9-11	Hard
12+	Very Hard

CALCULATING ENEMY DAMAGE

The final knob that can be adjusted to create creature difficulty is damage. This is fairly straightforward as damage will be calculated whenever a target creature's Warding is broken. To determine the damage of Basic Attacks and Mastery Options, please refer to the table below.

Damage	Difficulty
1	Easy
2	Moderate
3	Difficult

CONVERTING YOUR FAVORITE CREATURE

It is very easy to convert your favorite creature from another RPG system. The most simple way

to convert a creature will be applying the Ability Scores that are appropriate for the desired creature that properly reflects the default stats of the creature. Then assign Warding and HP as needed to create the preferred difficulty. After this is completed, take any special creature specific abilities and add those as Mastery Options, with simple attacks and movement acting as Basic Actions. Lastly, damage will need to be calculated for any Basic Actions that apply as well as Mastery Options. Any Spells or Mastery Options that have a traditional "Save DC" will need to be a contest roll against the target creature.

RUNNING CREATURES IN COMBAT

When combat is initiated, The Oracle will assume control of the enemy creatures. After the creatures are slotted into Alacrity Order and disposition is assigned, The Oracle should run the creatures in a manner that makes sense narratively. If the creatures are trying to perform a specific task when the encounter starts, prioritize what makes sense in the moment. If the creatures are defending something, then a basic combat encounter would be expected, but if they are actively trying to escort something or steal something, dropping all responsibility to attack the players wouldn't make narrative sense. Creating a realistic scenario will keep players actively engaged in the story and create potential interactions between the players and the creatures.